

THE BEST GUIDE TO CD32 SOFTWARE IN THE WORLD

# AMIGA CD32

G A M E R

## STREET FIGHTER II™

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Are they still  
worth playing?*

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**ISSUE 17**

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**INSIDE: AMIGA TECH AND ESCOM SPEAK OUT**



3DOPLAYSTATIONSATUR

X·Gen

Why  
**Upgrade** your  
**mac**

If

X·Gen

Playing a part in your



NEOGEOATARIULTRA64PC

Issue **3**  
On sale  
5th October



**chine**  
if you don't **upgrade**  
your  
**magazine?**

FUTURE



**W**

ell, while Miles is sunning himself in some far away tax-haven, I've been left to run the show. Sermons aren't really my speciality, but here goes... The Autumn ECTS was a rather large disappointment for CD32 owners. It seems that little in the way of support is left for the machine as publishers jump on the PC-CD ROM and Playstation bandwagon. Now don't panic and sell your CD32 in a fit of depression; everything's not as it seems. There are still some publishers who haven't given up on the good ol' CD32. They realise that there is still a massive user-base of owners in the UK and Europe who still want to buy software for their machines.

Now that the safety of the Amiga machines is pretty much secure, CD32 owners should give themselves a pat on the back for being loyal to their machine through some difficult times. From its humble beginnings, the Amiga has stunned its competitors and stood tall amongst the crowd. In the mid-eighties, it was simply the best, and in many ways it still is. Okay, it may not have Playstation-style, jaw-dropping graphics, but then, the Amiga has been around for a while and has stood the test of time. What the smug owners of these super-consoles should realise is that in three or four years time (maybe even less), their machines will look slightly tired and ready to be put in the local Free-ad paper, and maybe then they'll start to realise that nothing lives forever...

□ Dino Boni



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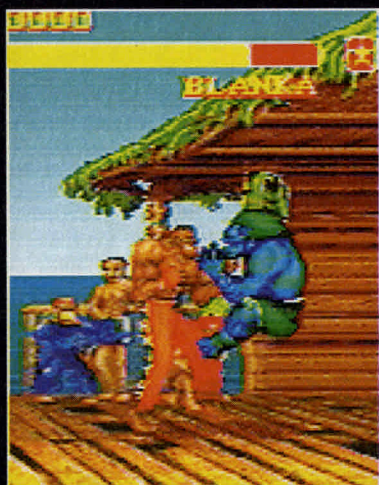
News from all around the globe. Better reading than the Sun, and just as thick.

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We review a crop of CDTV products that are 100% compatible with your Amiga CD32, and some of the latest FMV releases. Not content with just that, we have an exclusive interview with Amiga Technologies, the (current) driving force behind the Amiga range of computers.



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Exclusive! Elusive! We review *Super Streetfighter 2*, and give you the low down on this famous arcade coin-op conversion in a massive 6-page review. We also take a stab back to the past and review some of the best-selling games of the past year to see if they're still as good as they were way back then.

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Want that hard-to-find issue you missed while on holiday, only to find the shops had sold out when you came home, or are you looking for a way to save money and get CD32 Gamer delivered to your door? In that case, turn to page 66 right now.



**WARNING** THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS (now!). MASTERING PROBLEMS MAY CAUSE SOME DEMOS TO BE OMITTED. SEE CD FOR UP-TO-DATE INFO.

## Super Street Fighter 2



**F**orget *Ultimate Body Blows* and forget *Shadow Fighter*. In fact, just forget everything, because the ultimate gaming experience is here. Yes, *Super Street Fighter 2* has finally arrived. You've seen it in the arcade, now play it in your own home, thanks to our fully playable demo.

Punch and kick your way through two rounds of excruciating beat-em-up action courtesy of the kind gents at US Gold.

As DeeJay, you face Blanka in the usual gruelling fight to the death. To win, you'll need to pull on all your resources and skills. You'll also have to figure out some of those all-conquering special moves. Most important of all though (just savour the moment) is that one of the greatest games of all time is gracing the CD32 for the first time. So sit back and enjoy!

One of the great strengths of *SF* is that everyone can pick up a joypad and lose themselves in the hard hittin', muscle rippin' action - and this demo proves it. All the usual different button combos and skillful joypad manipulation is needed for the harder, more rewarding moves, but beginners can satisfy themselves by performing some simple kicks and punches just by pressing the red and green buttons.

Finally, all the fears that the quality of the cover CD was slipping can now be laid to rest. What could be better than *Super Street Fighter*? Hey? Not bloody much, I can tell ya! ■





## faulty discs

If you have any problems with your disc, please contact:  
**PC Wise, Dowlais Top Business Park, Merthyr Tydfil,  
Mid Glamorgan, CF48 2YY. Tel : (01685) 350505.**  
Please do not send any faulty disks back to Paragon as we  
will not be able to deal with them!

## Multi media Machine

Multi Media Machine are the technical wizards behind CD32 Gamer's coverdisk and its custom menu system. MMM offer specialised PC and Amiga multimedia services to a wide range of companies, including Thomas Cook Holidays, and are always interested in new work. MMM also publish the Games & Goodies series of market-leading PD & Shareware compilations, for both Amiga CD32 and PC CD-ROM. These retail for just £20 and are available direct from MMM or from your local computer store. If you have developed any PD or Shareware material yourself, MMM may well be interested in publishing it, and can be contacted on : (01204) 363688, fax : (01204) 380952.

## PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a shareware game enough to keep playing it then you should send the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler.

AMIGA

# CD32



COVER DISC • 17

## Cover CD

Here's a run-down of what you can expect to find on this month's cover-mounted CD. As per usual, we have a collection of PD games as well as a selection of some of the best Amiga demos around at the moment. For any of you who were around in the old day when the Amiga ruled and Demo Groups roamed the Earth, this should be a little trip back in time.

## Shareware

AMIGA WARS  
AMOEBAS  
BOMB  
CHARRIO  
CHOPPER ATTACK  
GODZILLA  
MAZEWARZ  
THE GAME

## Demos

ALIEN  
NO SLEEPING  
PROGRESS

## PD

CYBERPLUS  
SCROTAX V2  
SMURFHUNT  
SV DEMO  
XAP GAME  
ZERBERK



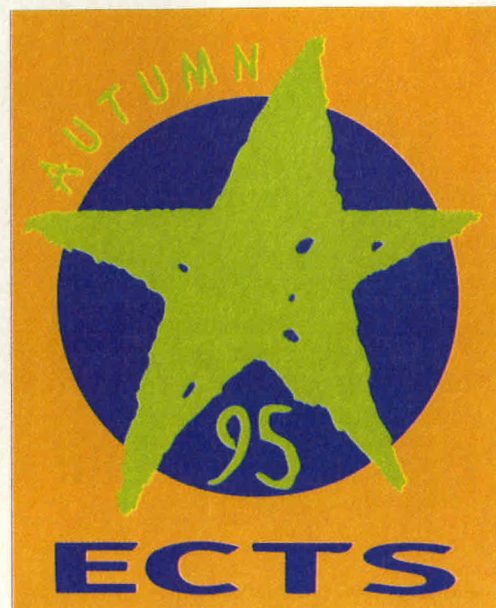


## ECTS - THE MONSTER GROWS BIGGER!

**T**he Autumn ECTS is a big event, and it got even bigger still. A massive 10,359 people attended this year's show, and most, if not all, came away happy. Of course, the major topic of conversation was the forthcoming battle of the new consoles i.e. Saturn vs Playstation. It seems that every software house has at least a few games in development for either or both of these machines, but what about our poor, lowly CD32?



Well, the predicted demise of the CD32 is going to have to wait a little longer, with some of the biggest software companies lining up to feed starved CD32 owners a dish of mixed software. First up is Ocean, with the eagerly awaited Worms. Developed by Team 17 (authors of the excellent Alien Breed 3D), this hilarious shoot-'em-up raised more than a few chuckles at the stand with its cartoony graphics and gameplay. Expect a reslease soemtime before Christmas (what year, I don't know, though!).



Gametek were also whispering about their new CD32 beat-'em-up, Super Streetfighter Turbo. Now you may be wondering why two different companies have aquired the license to what is essentially the same game. Answers on a postcard to the usual address, but the bods at Gametek assured CD32 Gamer that their game will knock the spots off every current CD32 game. Humm, can't wait, guys...

The rest of the show was taken up mainly by PC CD-ROM. Virgin, EA and Ocean had some stunning games to play which just scream to be converted to the CD32. Okay, some of them may be beyond the reach of the CD32's powers, but surely a compromise can be reached. Wing Commander IV got a big chunk of the action, as well as Fade to Black; two titles that will stay out of most CD32 owner's reaches. Sad isn't it?

A few developers have now sworn off the Amiga and CD32, blaming a low market base with which to work with and the presence of CD32 and Amiga software at the show has declined in the past year, but that doesn't mean to say that it's dead. Oh no (Software Houses take special note here). There are still too many CD32 owners to ignore, and while it

may take a bit of time, the software will be there in the end.





# ASDA-BOUT THAT THEN?

**I**n a sudden announcement, three supermarket chains (namely Asda, Sainsburys and Tesco) are currently running a trial whereby around 10 stores will start to stock... wait for it... software!

Imaging being dragged around Tesco's by your Mum/Girlfriend/Wife (delete as applicable) and turning the corner of the frozen foods to come face to face with a games store! It almost makes me want to go shopping on a Saturday morning. Well, almost.



## NEW KID ON THE BLOCK

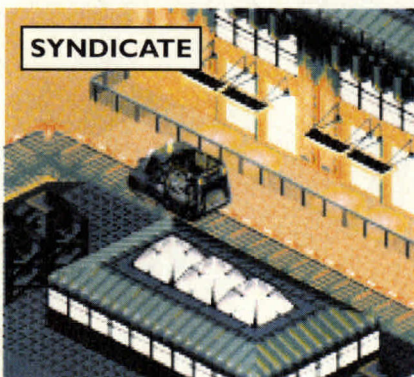
**W**e would like to welcome the latest newcomer to the CD32 fold. Dino Boni is a veteran of the magazine industry, having worked on Sega Pro, PC Power, CD-ROM User and contributed reviews and features to many more magazines. By the time you read this, the jammy git will be living a life of luxury in Las Vegas, where he intends to win Mark's car in a high-stakes poker game! Anyway, any single girls should write to him at the usual address...

## CD32 CHARTS



**W**e kid you not! Bullfrog have managed to do the double (ooerr!) this time around, while the rest of the pack follows sheepishly behind. The rest of the charts remains (not surprisingly) pretty much the same, but as the rush towards Christmas continues, no doubt some of the newer games will start to show up on our charts.

POSITION	TITLE	PUBLISHER
1	Syndicate	Bullfrog/Ocean
2	Theme Park	Bullfrog/Ocean
3	Jungle Strike	Ocean
4	Flink	Psygnosis
5	Microcosm	Psygnosis



# CD32 SNIPPETS

### SAFE AS HOUSES?

If you've not yet read our interview with Amiga Technologies, then go and read it now! Oh, you're back! Do you feel better now? After Escom's massive buy-out of the now defunct Commodore, the future of the Amiga and CD32 is well and truly secure. The only problem now is the lack of software.

### UK GAMES MARKET GAINS GROUND

In a recent survey, the UK games market (including video game hardware and software, plus all other computer game sales but excluding the sale of computer hardware) as pulled back a bit. From a stunning high of £797 million in 1993, it now stands at £509 million, with a predicted 1996 market of £601 million. As the super-consoles finally make it into our homes, expect this to rise even further in the next few years.

### LIVE 95

Billed as the "UK's biggest consumer electronics show", Live 95 will have closed its doors by the time you read this. Held at Earls Court in London, the show featured some of the biggest names in computing (and their wares). Expect a full report in the next issue.

### CD ON TV?

If you enjoy watching the numerous games programmes on TV, then you're in for a real treat in the run-up to Christmas. There will be no less than eight separate shows on TV by the end of the year. *Gamesmaster* makes a welcome comeback on C4 from Thursday 21st September, while *Bad Influence* is currently running in its usual Wednesday time-slot on ITV. Among the others are *Fish 'n' Chips* (ITV), *Interactive* (Satellite), *Cybernet* (Children's Channel), *Movies Games & Videos* (ITV), *Reactive* (BBC1) and *Total Reality* (BBC1). Plenty of viewing for the game freaks of this country!

### SALES DROPPING FAST

The total software market is down a little this month. Sales dropped by some 18 per cent. Not surprising, really. I for one am busy saving for Christmas!



## 7th Sword of Mendor

D & D is still as popular as ever, and has a massive following since its launch in the late Seventies. The advent of home computers proved to be the perfect avenue for such games, and the CD32 is no exception. RPG games have been the staple diet of many games players, and now the CD32 is starting to catch up with the rest of them...

**N**o, don't break out the 100-sided dice (and no, I'm not kidding, they do actually exist!) and the pencils. RPG playing moved into the 20th century a long time ago, and since then, just about every popular home computer has had a D&D clone released for it. Milestones in this genre of games include *Dungeon Master*, hallowed as probably the best RPG ever to hit the streets on any format. Every RPG released since then has taken it pointers from this now ancient Amiga game, but time moves on, and as they do, programmers get better. Thankfully, this means that the games get better as well (or at least, that's the theory).

The *Seventh Sword of Mendor's* plot centers around the sword in the title. It has magical properties, which keeps your land safe from attack due to its massive destructive power. But some no-good person has made off with it, just as you and your band of happy travelers enter the city. You are called to receive an audience from Prince Red Lion, who (for all intents and purposes), looks like a red lion! He informs you that it is your job to retrieve the sword and restore it to its rightful place. You can almost hear your characters yawn when this mission unfolds; still, anything to make an honest copper piece or two.

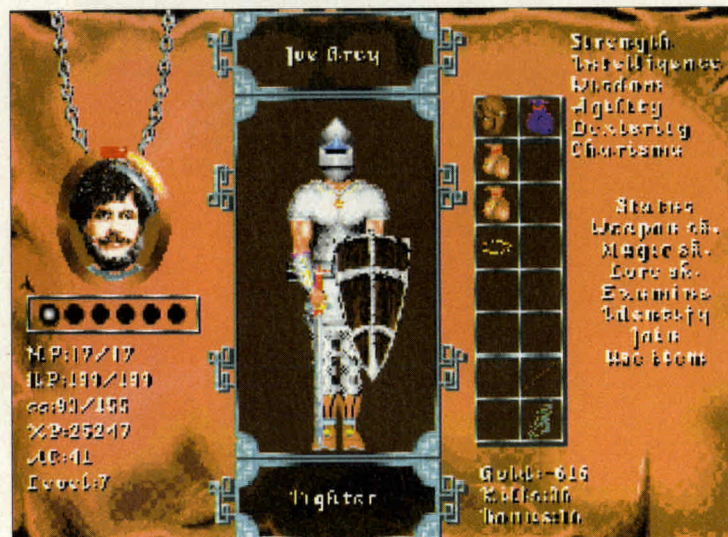
As the plot unfolds, you discover how involved this RPG is. The controls are all standard dungeon-master clone types, and the game is controlled by a mixture of



icons and menus. A few minutes is all it will take for you to get to grips with its mechanics, but the real heart of the game is, of course, its gameplay.

To date, *7th Sword* oozes this from every pore. The plot is intriguing, even though you've heard it all before, and the graphics are very good indeed. Each city you wander through has the definitive D&D feel to it, and the wilderness that you travel through is dark, foreboding and full of nasty creatures and people who want to hurt you. Slowly, in some cases.

The combat system of any RPG game will always be one of the key components, and therefore has to be able to be easy to use and sufficiently fluent to stop the massive amounts of fighting that you will be doing from becoming boring. *7th Sword* is a mixture of several different tried-and-tested engines that works on a menu system. You select a character, and then select what action you want that character to perform from the list given. Certain characters (such as Mages and Bards) are more suited to spell casting, and therefore don't need to be in the front







line as they're too weak to stand up to the blows of some of the more powerful creatures in the game. After you've chosen what you want your characters to do, you select the 'Start' option to commence the turn and watch the results. The action can be speeded up or slowed down to your taste, and you can even choose where your character will stand in the group. All this will be old-hat to seasoned RPG fans, but newcomers will find that the menu system used in the combat sections (and throughout the game in one form or another) is more than welcoming. The same goes for the character generation. There are several races and character classes, each with their own inherent strengths and weaknesses. Only careful experimentation will show you how to create a balanced party, and that's one of the most important points in playing an RPG. The party combinations available in *The 7th Sword of Mendor* are staggering. The game uses digitised people (spruced up with a little bit of artistic license) to give that extra bit of added realism. I'm sure every red-blooded male who plays this game will stand slack-jawed when they see the pretty blonde who plays some of the female characters!

*The 7th Sword of Mendor* is also being released on the PC-CD format and will feature full speech and some stunning intros and cut-sequences. If these features will be incorporated into the CD32 game remains to be seen, but all of us here at CD32 Gamer sincerely hope so. The game is nearly finished, and is very good as it is, but these additions would be a great addition to an already excellent game. We can only hope that the boffins and Grandslam listen and take notice. In the mean time, you can spend the days waiting for this game by dusting off your chain-mail, sharpening your daggers and cramming all night with your spell books. Be prepared, as the scouts would say. ■ DGB



# Preview

PUBLISHER : Grandslam ■ PRICE : £TBA  
DEVELOPER : In-house ■ OUT : October





# CD feature

**An interview with Jon Anderson, General Manager of Maiga Technologies UK.  
By Derek Dela Fuente.**

**Q THE AVERAGE AMIGA USER IS POSSIBLY A BIT CONFUSED WHAT HAS HAPPENED TO COMMODORE OVER THE LAST YEAR, COULD YOU EXPLAIN AMIGA TECHNOLOGY'S SET UP AND YOUR PRIME GOAL?**

The final auction to see who would take over the Commodore empire finally took place in April and Escom were successful in winning the bid. This included all the rights to use Amiga Technologies so they decided that they wanted the company split into two. They wanted to use the Commodore name for PCs. This is because in Germany, Commodore were a very big name on the PC, and so they decided to form two sister companies under the Escom flag. One revolves around the Gold Series PC and the other is Amiga Technologies which is responsible for world wide marketing and selling of Amiga products, ie, 1200 (plus peripherals and the A4000).

The UK division has around six people working from the Maidenhead office and we are all ex-Commodore employees. If I am going to be honest, Escom needed people that are experts in the Amiga market and this is why they chose us. The good thing about the overall Amiga set up is that most of the people are technically minded and they know exactly what needs to be done to develop the market. This is positive, because under the old regime, a lot of the personnel did not know how to switch the Amiga on!

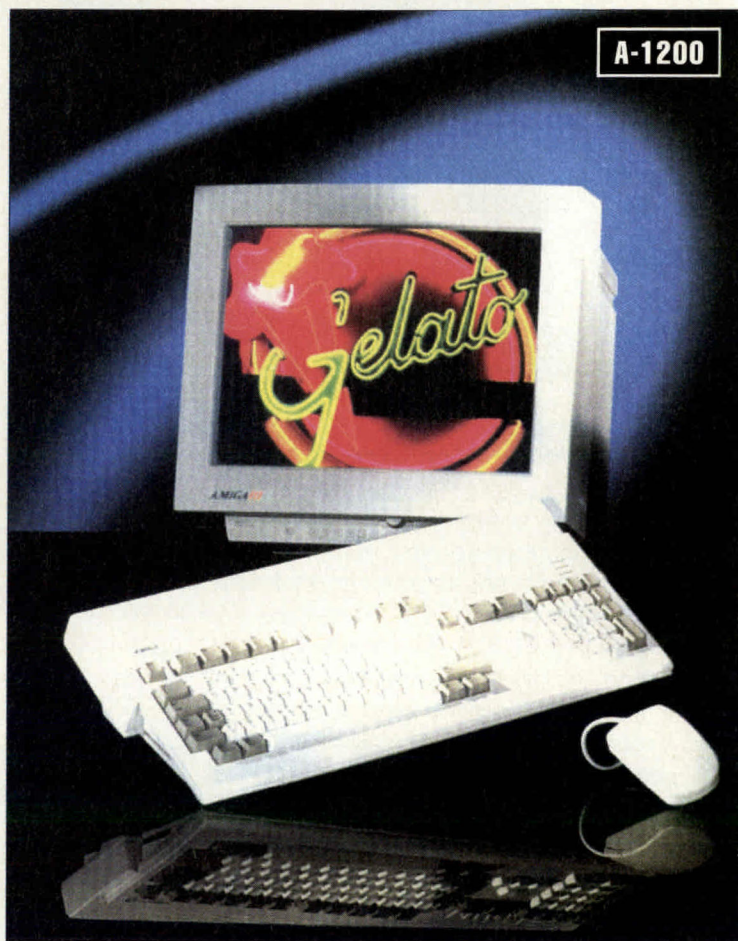
**Q IT REALLY LOOKED LIKE COMMODORE UK WAS GOING TO WIN THE BATTLE, WHAT WENT WRONG?**

I would have assumed that the creditors would have just looked for the highest bidder. There was a lot of secrecy behind the negotiations and this was because we did not want the price to become common knowledge. If this became public knowledge I am sure a lot more people would have turned up at the auction. At the end it appeared to be between Dell and Escom. Dell came in late and wanted more time but the creditors declined and so the final bid was taken.

**Q SO THE BOTTOM LINE IS COMMODORE UK DID NOT HAVE ENOUGH MONEY?**

You will have to talk to David Pleasance. I would have thought if they did not have the money then they would not have bothered. Whether they had enough to outbid Dell or Escom I do not know, but the fact is Escom is now in charge.

**Q OVER THE LAST 6 MONTHS THE PC AS A GAMES MACHINE HAS ERODED THE AMIGA MARKET. WHAT WITH THE NEW CONSOLES APPEARING BY THE BOATLOAD, HOW CAN YOU ENSURE THE AMIGA CAN ONCE AGAIN BECOME THE MACHINE OF THE MASSES?**



A difficult question that must be answered in bits, I think. Because we have been away for about 18 months, we haven't had to preach to the dealers or distributors throughout Europe that you need us. I believe that the dealers have realised this.

Amiga Technologies do not want to be put in the same stable as Japanese companies as purely a games company. Amiga owners have realised that the Amiga range of computers are far more than games machines years ago anyway. We want to place a different perspective on our machines and draw them away from their pure 'games' image. If you want to play games then you can do so, if you want to be productive you can also do it on Amiga. You cannot do this with a console. This is a good starting point to begin our emergence. There is no way we can compete with the Japanese games companies, so we won't even try.

**SORRY JON, BUT MOST PEOPLE BUY THE AMIGA AS A GAMES MACHINE!**

That is an option that all computers possess. All I am trying to say is that we should not automatically lump the Amiga in with all the other consoles as different people will buy it for different reasons. One of the things we have noticed since we put in some serious software packages bundled with the machine (Wordsworth, for instance) is that the amount of registration cards have increased by 30%. Mums and Dads use the machine as well as their kids, so it proves the Amiga is a great all-round machine.

Another thing I would like to point out (and this is very important) is that you may have noticed that recently we have seen a decline in new programmers. Most programmers started off on a Commodore 64 and then went on to an Amiga. To have the Amiga around will enable youngsters to become efficient in programming and for them to take the next step up. I hope publishers will see this as beneficial to them.



# One on

## THE GOOD, THE BAD AND

# One

## THE UNKNOWN

# AMIGA

### Q

**IS THE 500 DEAD AND IF SO, WHAT MACHINE WILL YOU BE PUSHING? ALSO WHAT WILL HAPPEN TO AMIGA CD TECHNOLOGY?**

YES, the 500 is dead! The 1200 is the machine we shall be focusing on. One of the philosophies of the company is that we take quite a long time to get a product to the market place to make sure we get it right. We have had extensive discussions with various markets around the world (be it in Germany or the US) with 3rd party companies who are already making existing peripherals and it makes sense that if we can make a deal with someone on a graphics card or CD-technology, then it is good for both parties.

### Q

**DO YOU THINK THE PRICE OF THE 1200 WITH A HARD DISK IS TOO HIGH?**

We have had horrendous time getting products back into our market place! You must remember that there a lot of people are owed money from the old Commodore. This makes price and supply talks very difficult. Although Amiga Technologies is not Commodore, people may see us as one and the same. The price I am afraid will not drop, what with the price of DRAM going up as well as every other component in the machine! The retail price is still very good.

### Q

**ALTHOUGH THE AMIGA HAS A VAST USER BASE, IT APPEARS THAT MOST OF THE SOFTWARE COMPANIES HAVE DROPPED THE MACHINE. YOU MAY GET ONE OR TWO RELEASES FROM VIRGIN OR MICROPROSE BUT NOTHING TO ENTICE THE USER TO BUY THE MACHINE, HOW WILL YOU GET THE SOFTWARE HOUSES WRITING FOR AMIGA?**

I have spent three days at the recent show in London (ECTS) talking to all the leading companies and developers and no one has told me that they will completely drop the machine. I think believe they need to see the machine in shops to get the confidence up, and this has already started to happen. It is fair to say that most companies were halfway through a game when the Commodore affair broke. There are certainly a lot of products that were put on hold and once we start to sell machines, and we have a target in the UK of 100,000 units by Christmas. Once they see that, I think that the software companies will, once again, start working for the Amiga 1200. I have seen lots of major companies who have products waiting, and it really is just a question of convincing them we are back on track.

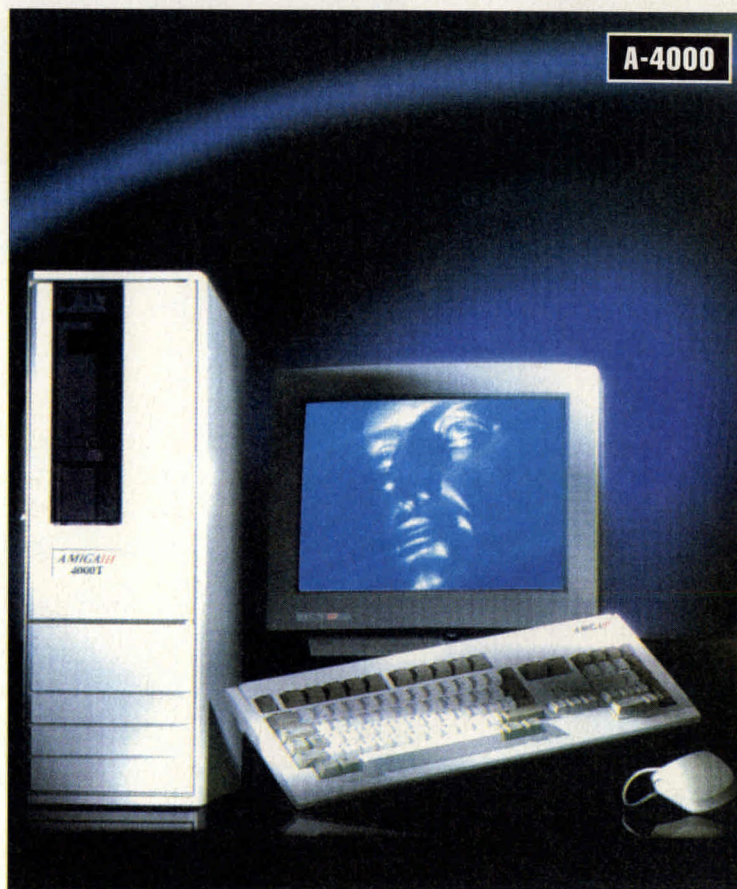
If the publishers ignore the fact that the machine is selling well, then that is their look-out. Most companies have said to me that they wish to publish on as many different profitable systems as possible; the Amiga will certainly one of them if things go according to plan. People know the Amiga market and we have a good reputation and a good machine.

We are also looking to co-publish with some publishers but only on good quality products. I am not interested in funding a game if the company push it only on the PC or other non-Amiga platforms. I want them to see that the Amiga has longevity and there are plenty of new machines from us on the horizon over the next two or three years.

### Q

**THE MAJOR PROBLEM IS THAT, FOR DEVELOPERS, THE AMIGA IS A STEP DOWN. IT WAS ALSO EASY TO CONVERT MEGADRIVE GAMES TO AMIGA AND VICE VERSA BUT WITH THE MEGADRIVE ON ITS LAST LEGS, IS THERE ANY APPEAL LEFT?**

I would disagree. Publishers are interested in profit. If a machine has a large user base then they will publish a game for it! It is more profitable to share research and development resources with two or three machines instead of just on one, so writing a game for the Playstation does not make financial sense. The more platforms, the more money.







## ARE YOU GUIDED BY THE GERMAN MARKET/HEADQUARTERS?

All the major people within the Amiga side of Escom get together to talk about strategies and the way the market is moving. We throw ideas around and we pick the bones out of each one. It really is a collective thing, not like in the old days when each territory made their own decisions. The currently available pack is the first pan-European package. That should tell you that we are all working together with one goal in mind; to make the Amiga a successful machine once again. Working together also cuts down grey importing so everything is marketed at the same price and at the same time. All the individual divisions come up with ideas and then it everything is decided at the general meeting.



## THE BIG ONE - THE AMIGA CD32 IS A GREAT LITTLE MACHINE AND ADD THE FMV CARD TO IT AND IT REALLY STARTS TO LOOK IMPRESSIVE. WHAT OF ITS FUTURE?

That's a good question. You won't see the results of what we are doing with it this side of Christmas, though it's going to be exciting. There are a few things going on at the moment regarding the CD32. We have already looked at redesigning it and putting in a faster processor to speed up the machine. That will happen early next year.



## YOU MEAN THE CD32 IS NOT DEAD?

Not at all. What we are doing is looking at the PCB design, cosmetic revamping and a faster processor the new release. Fear not though, the CD32 will not disappear forever. It will resurface as a better unit. Another thing we are doing is increasing the memory on all Amigas from 2Mb to 4MB. This will help the games publishers to develop better games.



## DOES EVERYTHING LOOK ROSY NOW?

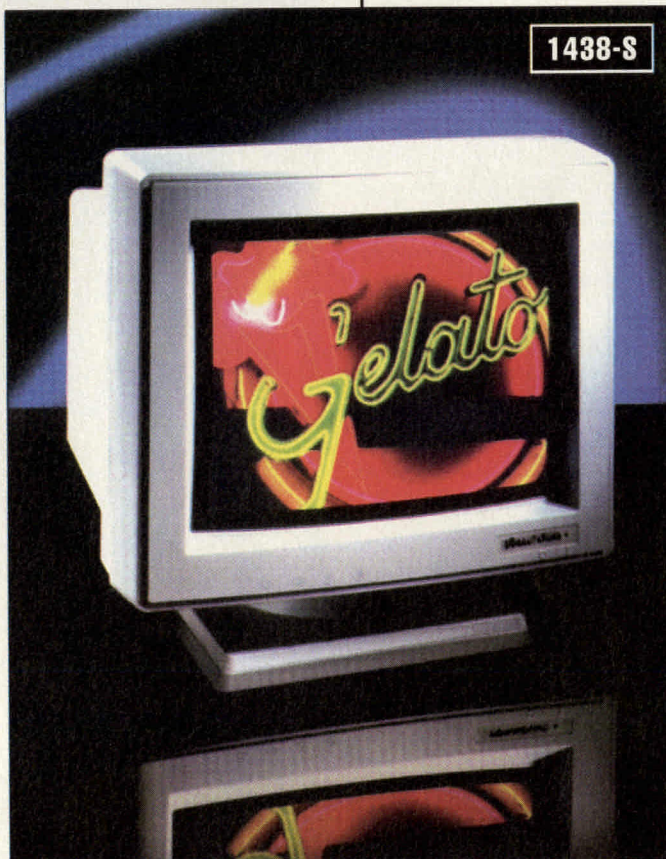
I think we will have a good Christmas, although there will possibly be a shortage of units. The response we've had from the industry has already been good as well. Looking towards the future, though, and I can see many things. We are not stupid and we do know that to make any impact, we're going to have to use a RISC chip in a new machine. I feel they must have the RISC machine out by July next year. Apart from that, things are looking very good indeed for the future of the Amiga family.



## IN CONCLUSION . . . . .

Well, it seems that Amiga are in a 'Chicken and Egg' situation. Software sells machines and only by selling machines will the software publishers move back towards the Amiga family. If you look at a game like Primal Rage that has appeared on every system, it appears that utilising technology isn't the prime goal; profit is. The only way

Amiga will survive is with some luck and support from all parties involved. As for the CD32, it looks like Escom see this as a very viable machine and let's hope that a new version arrive soon, at that it will be compatible with older software. I guess we'll have to wait and see. ■ DDF

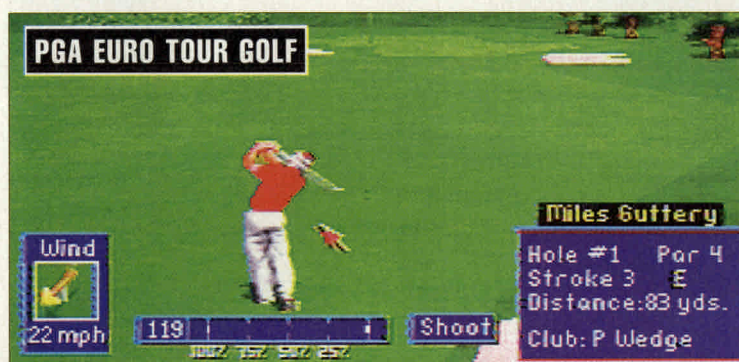
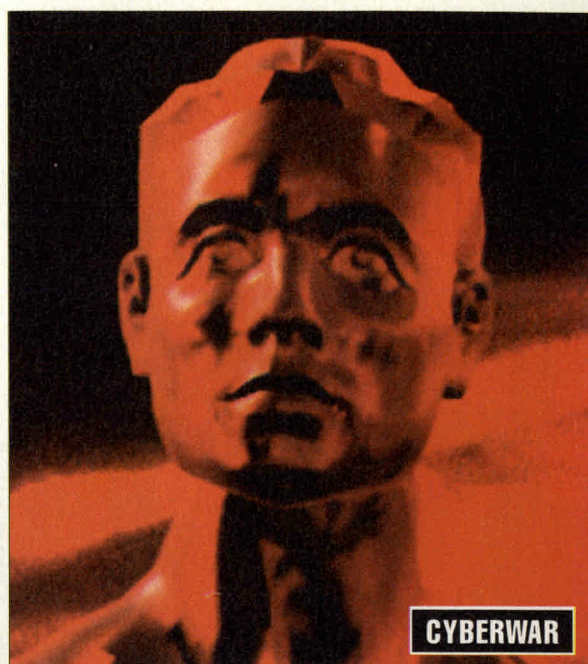
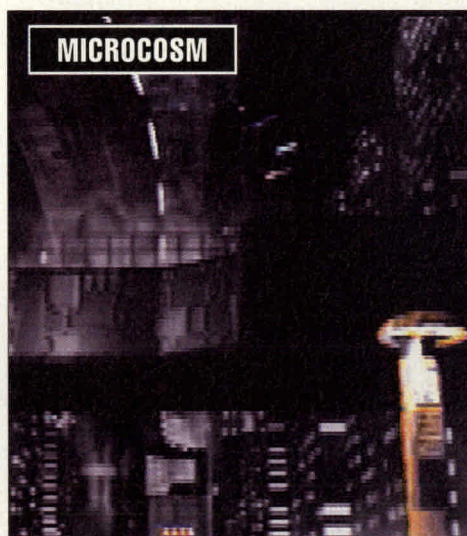




# The wonderful world of

# AMIGA

Feast your eyes on some of the greatest games ever to grace the CD32. Then marvel in the revelation that every one is featured in this issue of CD32 Gamer. Now that's one helluva an issue. So get reading!







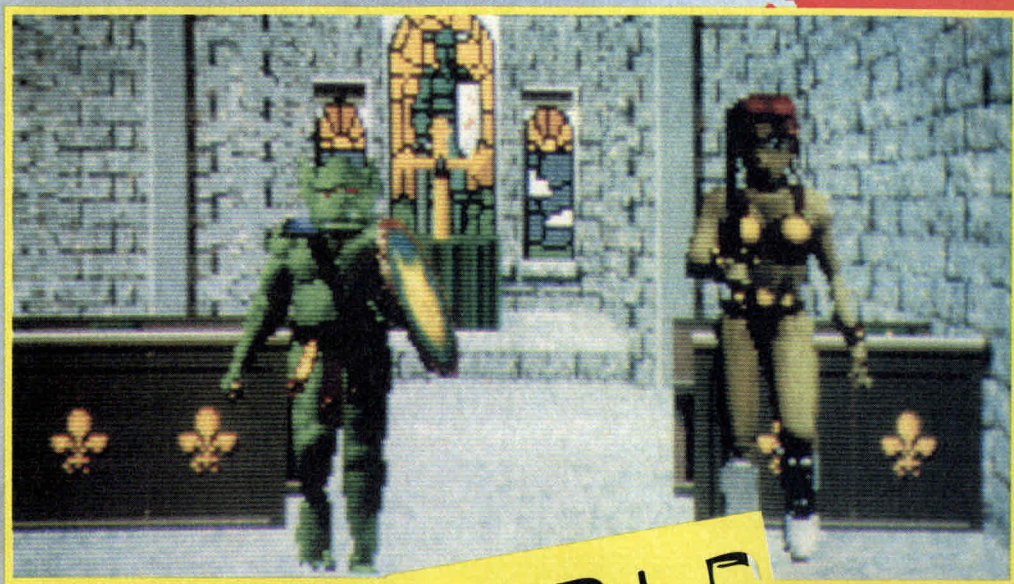
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# CD feature

Believe it or not, there is a massive library of untapped CD32 software out there that few owners know about. Most Commodore CDTV (another great marketing idea from the boffins at Commodore!) software will work with the CD32, thereby expanding your range of titles with very little extra hassle. They may be a little bit hard to find now, but they're good and best of all, most of them are pretty cheap. CD32 Gamer take a look....

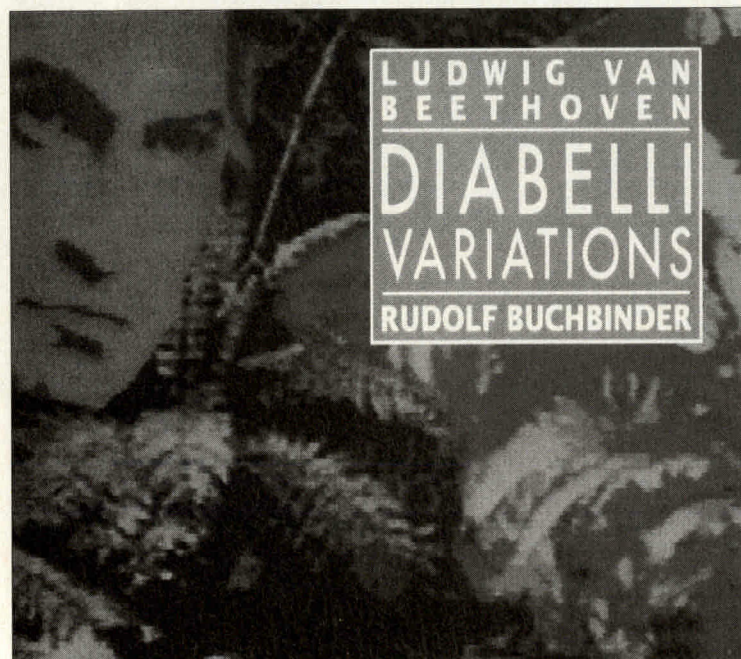
## BEETHOVEN - DIABELLI VARIATIONS

**W**ell, what can you say about this one? This isn't a CD32 or a CDTV disc, it's one of those short lived CD+G(raphics) things. So, what in tarnation is CD+G? It's actually a music CD that plays on your 32 machine but also displays (surprisingly!) pictures as it plays. In the case of this disc you get over an hour of old Ludwig's interpretation of an Anton Diabelli waltz including Diabelli Variations, opus 120 and Thirty Two Variations on a Theme in C Minor. Both pieces are performed on solo piano by Rudolf Buchbinder, and he does this superior piece of music proud. The graphics consist of a screen showing the number of the variation along with notes summarising what is happening. In Variation six, for example, is the explanation, 'The momentum intensifies as Beethoven expands Diabellis initial melodic figure into the fortissimo trill that drives this whole variation' - what ever that means! These helpful notes are interspersed with pictures of, what I guess is supposed to be 'Roll-Over' playing the piano.

A bit of trivia now. On The Beatles Abbey Road album there is a song called 'Because' and the music to that is actually Beethoven's 'Moonlight Sonata' played backwards. Bet none of you knew that!

Warner New Media £9.99

**THE VERDICT:** 100% if you're a Beethoven and classical freak.  
0% if you don't like classical music.



## THE HEROIC AGE OF SPACEFLIGHT

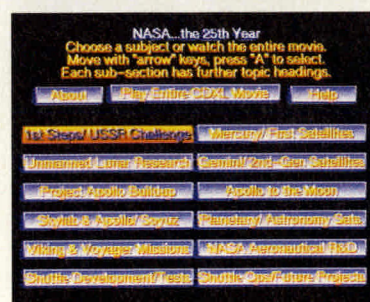
**T**his is nearly an hour of America's accomplishments in space based on an official NASA film from 1983 and very good it looks, too. It's show in the 1/4 screen format, and runs at a slightly agonising 10 frames per second, but still is very watchable.

You are presented with twelve main topics, each with its own sub-section ranging from the earliest steps of rocketry up to the discussions in the Senate of the viability of a permanently manned space station. Accessing a topic then gives you the option to do one of two things; either watch a video of the relative segment or, by clicking on one of the sub sections, read a detailed history of that subject and look at various still images. So, by choosing the 'Apollo to the Moon' segment you are given the option to learn about Apollo 11 (the moon landing) through to Apollo 17 (the last moon mission). The Apollo 11 section tells you that, amongst lots of other facts, at 02:56:20 GMT on July 20, 1969, Neil Armstrong was the first human to stand on another world. This must surely rank as mans greatest ever achievement. All the still images included are pretty remarkable, with the amazing photos of explosions on Jupiter and the desolation of the Martian landscape being some of the best.

If you don't fancy going through all the various topics then you can just sit back and watch the complete video, part of which I do have a soft spot for because I was present when the Space Shuttle returned from its inaugural flight in April 1981.

Although this multimedia title only goes up to 1990 and lots of things have happened since then, if spaceflight holds an interest for you then this is right up your street. Troika Multimedia CDTV £9.99

**THE VERDICT.** 80%

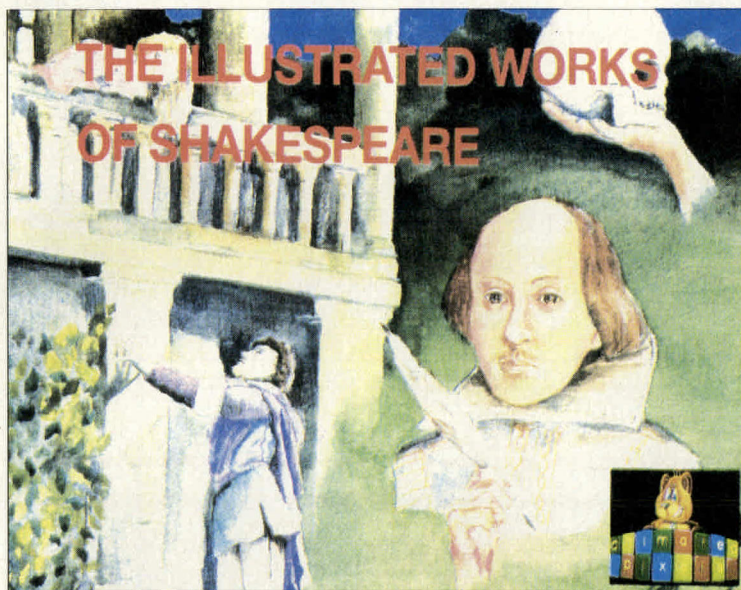




# More

# For Less

## ILLUSTRATED WORKS OF SHAKESPEARE



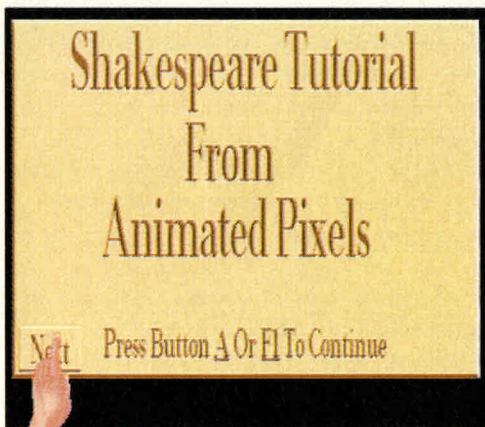
**A**h! A giant of English Literature. No, THE giant of English Literature and all forty-two of his plays, poems and sonnets on one CD. What more could a budding English Literature major want?

Everything here is icon driven so, once you have chosen which book to read, you're presented with a list of options spread along the bottom; scroll the page, jump to the next scene, go to the bookshelf, look at pictures pertinent to the scene, view original woodcuts from every book, save up to five positions (a bookmark), search for certain words, change the fonts or find a particular act and scene. All to the accompaniment to an infuriating beeping (no sound on this, I'm afraid).

What else is there to say about this? I cannot see anyone buying this, except those of you who are studying the man himself. Oh, by the way, it also works on a PC. Animated Pixels CDTV £9.99

### THE VERDICT

100% if you're currently reading The Bard.  
0% if you're not.

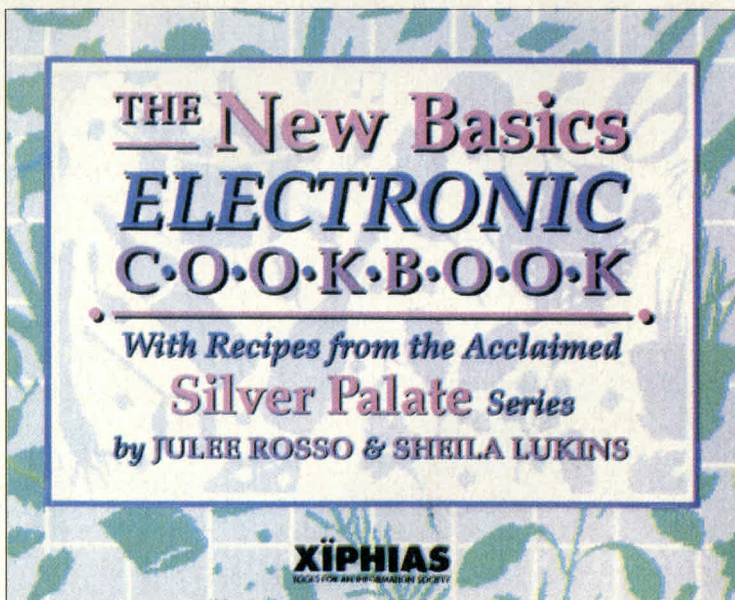


## NEW BASICS ELECTRONIC COOKBOOK

**I**f you can get your CD32 into the kitchen then this title will certainly come in handy to help rustle up a little something ready for Match of the Day, or you could even try your hand at cooking some posh dish for the one you love. This title is aimed at those of us who don't want to spend hours ploughing through cookery books, trying to find the one elusive recipe that they want.

The main screen displays the five methods you can choose from to find the recipes you need. Food groups allow you to create a search list made up of the ingredients you want to use so, for example, if you put chicken and red currant jelly in your list and click on search, you're then given a list of recipes that use those things. Click on any of these and you're told how to make it and, by the addition of a hot-spot cursor, you can highlight any word and be told more about it. Highlight one of the ingredients and you're presented with a picture of said item. Together there are over 1500 different recipes to get your taste buds swirling.

If you already know what you fancy, there's an abundance of pre-designed menus to select from with the option to search for specific types of meals. There's even an icon that converts imperial measurements into metric. Unfortunately, it's all very American, not surprisingly, since the publishers are from Los Angeles. It's all very easy to use and yes, through personal experience, I can tell you the recipes do actually work.

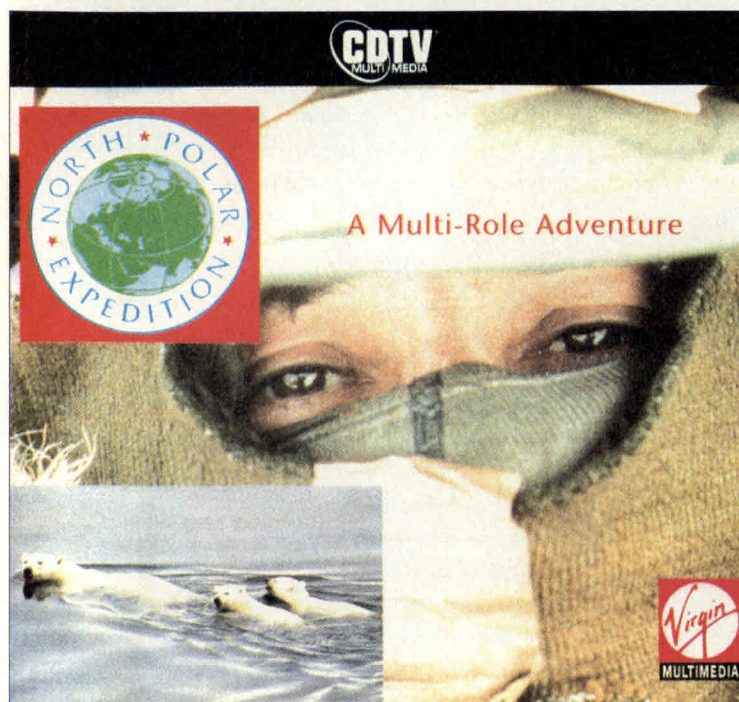


Next time your mum wants to know what you want for your tea suggest either Dilled Blanquette De Veau or Fruit-Stuffed Rock Cornish Hens. Failing that, I guess it'll have to be egg and chips again. Xiphias CDTV £9.99

**THE VERDICT.** 70% for the Galloping Gourmets amongst you.



## NORTH POLAR EXPEDITION



**T**his is a CDTV game based on a real life Indiana Jones character Sir Ranulph Fiennes, and his expedition to the top of the world - the North Pole.

The game is played by up to five people each taking a different role; team leader; medic/mechanic; radio operator/navigator; pilot and base camp controller. If you opt for a single player game you obviously take on all five roles. As with real expeditions, the team has to complete a test to assess their aptitude and background knowledge in the form of a quiz. Each quiz round has twelve questions, and a score is given depending on your answer. The more points you gain improves your chances of reaching your objective. If you decide you have a decent chance, off you go.

Once you're on your way (by the way, your task is to cover 450 miles in 40-90 days) you are shown your progress on a map together with real photographs of the original expedition. This game is really a multiple choice programme. As you slip and slide your way along, 'incidents' happen and, depending on the response, your morale, experience or leadership qualities increase or decrease. If, for instance, one of the motorised sledges falls into a crevasse you're asked what one item would you save; rifle, radio or sleeping bag? A rifle may be handy for shooting other members if you get hungry and you could always share a sleeping bag, but if you save the radio you can always call for help. By selecting this last option the morale of the team increases giving them the incentive to push on harder. If, however, wearing the navigation hat you lose the compass, morale decreases.



While all this is going on your food and fuel supplies are diminishing, making air drops essential. You have to decide how much of each you're going to need for the next phase. Too little and you won't make it to the next camp, too much and you are slowed right down. If your score is low, you may receive a suggestion to terminate the mission unless you improve the score through good decision making.

And that's it. The idea is reasonable but doesn't work because the game is far too easy - it's the only game I have ever started and completed in a single session. There's also a copy of 'To The Ends Of The Earth' included with the game for free which is a decent 500-page bedtime read. Virgin CD TV

**THE VERDICT.** 30%. Buy the box and throw away the game.

## JAPAN WORLD

**J**apan World is an introduction to the language, culture and writing systems of Japan. There are fourteen sections to the title, each with sub-sections (and there are a staggering 148 of these) plus various exercises and tests. If you're really keen, the Zen Master Challenge tests your new found knowledge on the whole of this programme in which you must score 100% to progress.

As is the tradition with these multimedia reference titles, everything you decide to look at is accompanied by relevant pictures and/or audio commentary, all of which are mind numbingly tedious. If you're really that serious about Japan, buy a book instead. At least you can read that on the flight over there. Global Learning Systems CDTV

**THE VERDICT.** 10%. Another niche title. If you're not studying Japan or Japanese, then don't even load this one. I had to - it's my job.



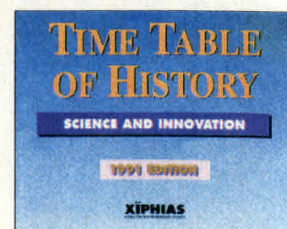
## THE TIMETABLE OF HISTORY

**T**he second volume in Xiphias' potted world history (the other three cover everything else) follows their familiar style of clicking, watching, reading and listening. This particular disc takes you from the 'Big Bang' theory to 1990 and something about a 'torque shift propeller'. Once again the whole thing is simple to use, being a member of the point and click family.

Highlight a period in time and you are presented with other various menus within that time span. These sub menus are grouped into five year periods and, after selecting a box, you are given a whole list of subjects to look at. Homing in on 1957 (a really terrific year for me, anyway) you're told that there are 247 items to learn about including Sputnik 1, the first ever man made object to orbit the earth, and that the UK exploded a thermonuclear bomb in the Pacific. Highlight thermonuclear and a further seven items are shown.

It isn't all reading, though, as there are graphic and sound illustrations to accompany each story. Rather surprisingly there is no video footage included. Again, this title is probably too American for us but, with over 6200 stories covered, it's fairly deep and reasonably interesting. Xiphias CDTV £9.99

**THE VERDICT.** 60% for those who want some new knowledge to amaze teacher.





## WORLD OF SOUND

**O**ne of the areas that has won over many computer buyers into buying an Amiga has been its great sound capabilities. On the standard Amiga there are music utilities galore and sample disks by the truck load. Now the clever guys at US DREAMS have brought 32 fans all these great utilities on one CD along with some extra features. The only requirement is a mouse but for a mere 8 pounds it is well worth acquiring one. Fire up the CD and some great sounds will bombard your room. Most people have relegated their 32 to a mere CD player but here is your chance to really mess around with sound samples.

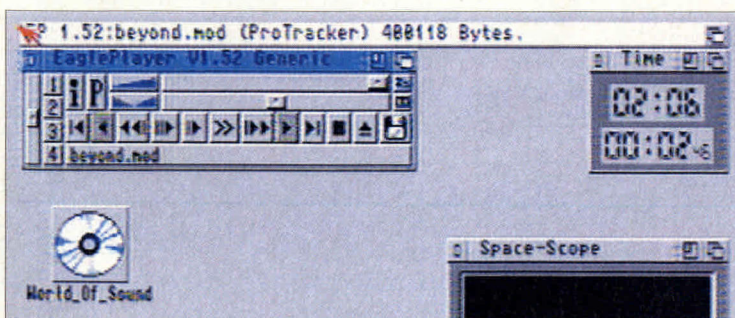


The intro screen that presents itself to the user is a standard player that has all the switches and knobs you would associate with a tape recorder. An oscilloscope at the base of the screen synchs itself with the music whilst to the right of this is the Space Scope (a what? - you may ask). The Scope is a psychedelic box with hundreds of dots that gyrate with the music, a bit like Trip O Tron, the great music & light show programme from Jeff Minter.

Open up the world of Sound Box and you have an endless list of utilities ranging from a CD TV file player to a wealth of musical programmes. It is now that you may experience some trouble with memory but if you close off some boxes and turn the music off, then you can venture on. Having messed around with this programme for about 1 hour I did manage to edit some music files but the real problem is that without a floppy drive attached to your CD32, you can not save the files you create.

All together there are about 50 tracks already completed for you to load up and listen to. With tracks to play around with you can certainly have a 'mini' good time. If you have a cassette recorder around then actually recording what you produce will be sufficient enough for most. A great compilation that only falls down because of its somewhat haphazard nature. Available through CDL, call (01483) 756813

**OVERALL MARK** 50%



## WORLD OF 1200 GAMES

**W**OT, WOT? Yes I do know you have a 32 but I thought I would give this programme a try. Well, 32 games are hard to come by but fear not because Escom are sure to give the Amiga a kickstart (good pun) now they are in charge. Fancy a game of Asteroids, well the name may be slightly different but the game remains the same. Shoot them mothers of rocks out of sight whilst controlling your tiny morsel of a space craft. The screen may say press the F keys or use a Joystick but the pad worked fine and the game played like a dream. Graphically it is a bit simple but then Asteroids is a simple game. One down, 99 more to go. Next up is Air Ace 2, this was written with the aid of 3D Construction Kit and is a vertically scrolling shoot-em with a sample saying "OK suckers" that continually winds you up. "This is fair dinkum" as my long lost Aussie friend would say, and this game will while away a good 15 minutes.

Clones aplenty appear on this CD and most of them are 'back to basics' games but the Arkanoid clone was fast and played well. I must confess I stuck with this for over an hour, which can't be bad! Fans of Galaxian, take an eye full of the version on this disk, man is it fast!

Some neat games and even if you only like 30 or so, for the price of well under 20 pounds this is good value. Yep, the graphics are crap but gameplay is fine... Contact CDL for more info on 01483 756813

**OVERALL MARK** 60%





## FUN SCHOOL

# A

nother CDTV title that works perfectly on Amiga CD32. Although we are up to Fun School 5 on the PC and standard Amiga, as far as I know none were released on the 32.

The games are all pretty simple but to the young they are quite compelling. The programmes run the full gauntlet of the learning curve from helping the child to make up sentences to matching shapes. Learning all about the alphabet is made simple by matching up animals and objects with the letters. Familiarity is the essence of the programme, so 'C' could be for Cats, Cows etc. Painting and colouring is also cleverly designed so the youngster can paint whilst learning which colours go where. Sounds and colours are blended well to ensue that boredom does not set in and each game or learning programme has many differing

sounds, some of which are pertinent to the animals or objects and animations add interest on the visual side..

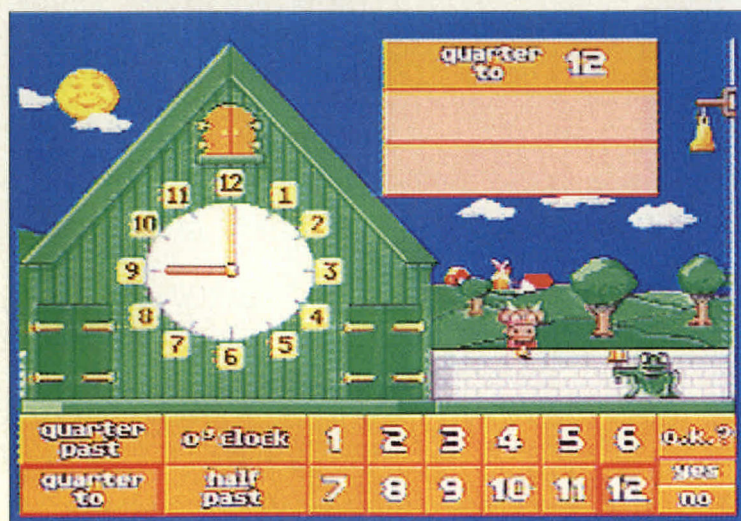
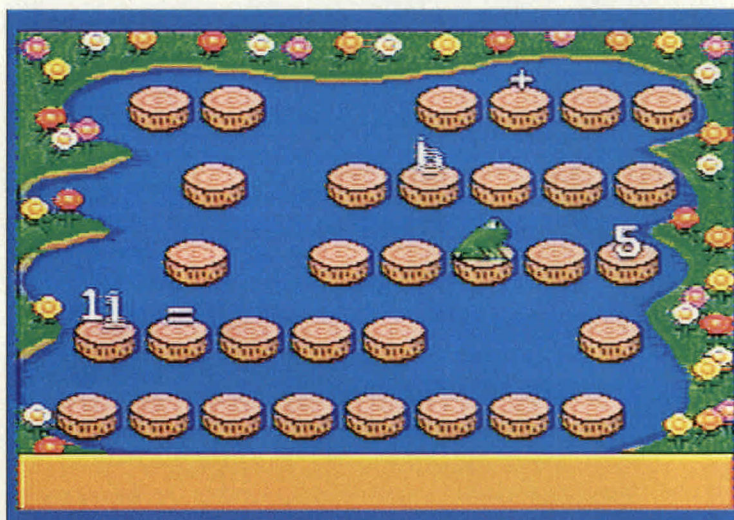
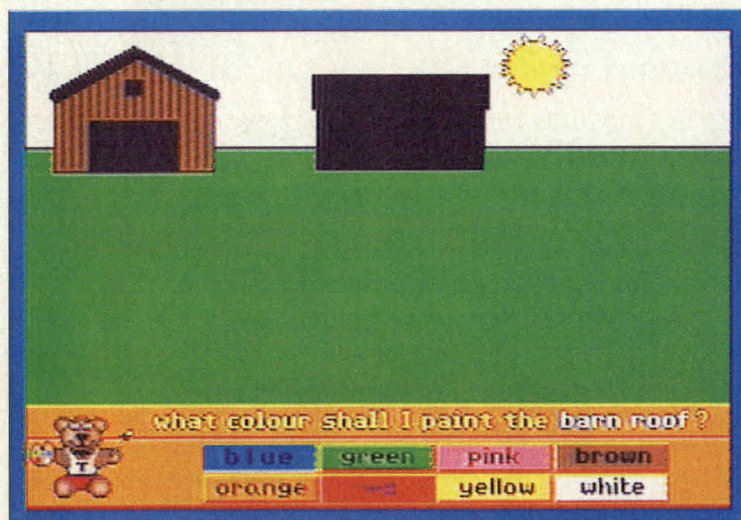
The diversity of challenges is well crafted and the alphabet run-through is not the only feature. Numbers make an appearance as well as learning to tell the time. Dexterity is taken care of with the child having to manipulate objects working their way through mazes picking up objects in a special sequence.



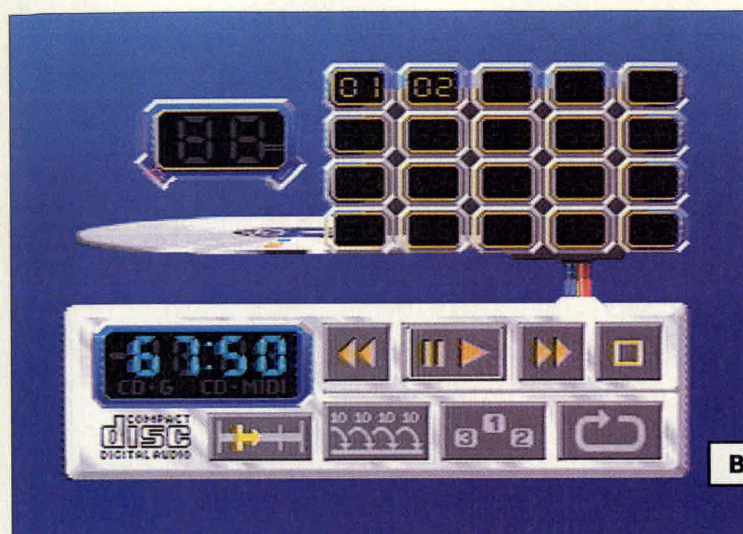
Rewards are presented via on line speech, a fanfare or sound or a jolly tune.

With the national curriculum in mind every area is well catered for and on each disc there are six activities to be enjoyed. You cannot criticise these programmes in any way, simply because they have already won numerous awards. The fact they work perfect on the Amiga 32 is a real bonus and adds to the already large and diverse catalogue

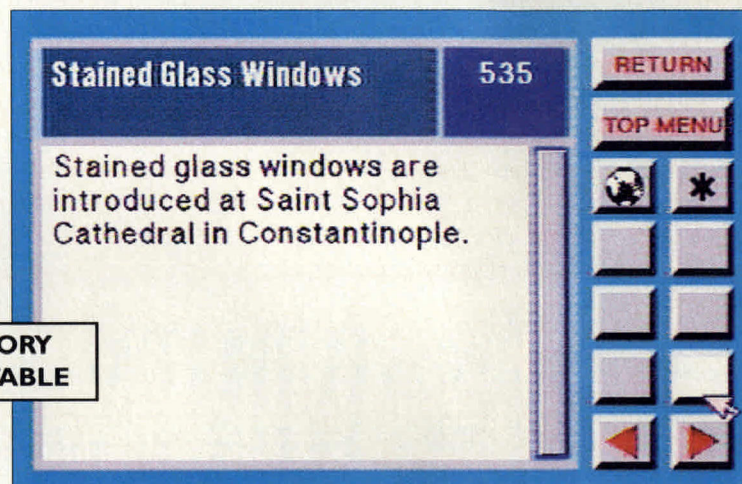
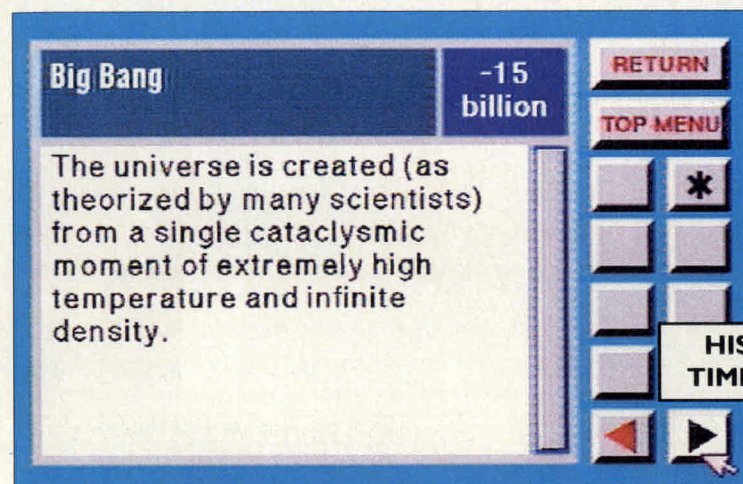
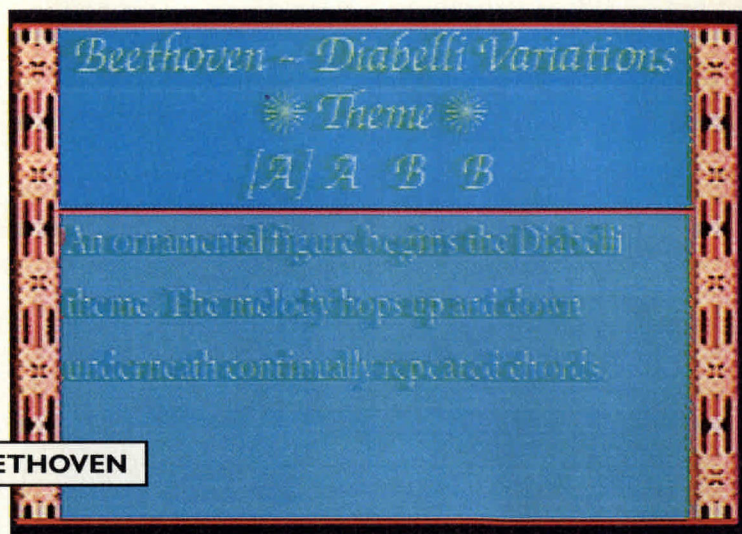
**OVERALL** 80%



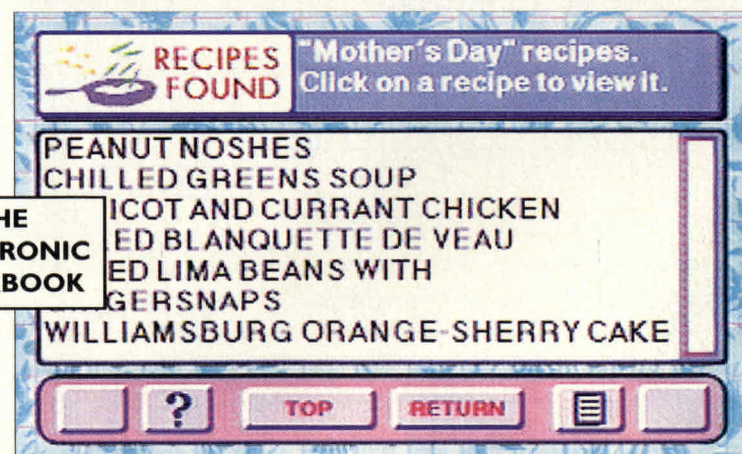
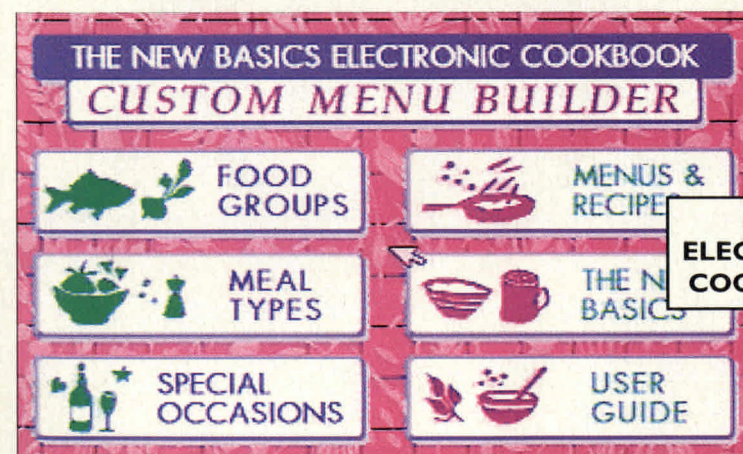




BEETHOVEN



AMIGA 1200  
TOP 100 GAMES



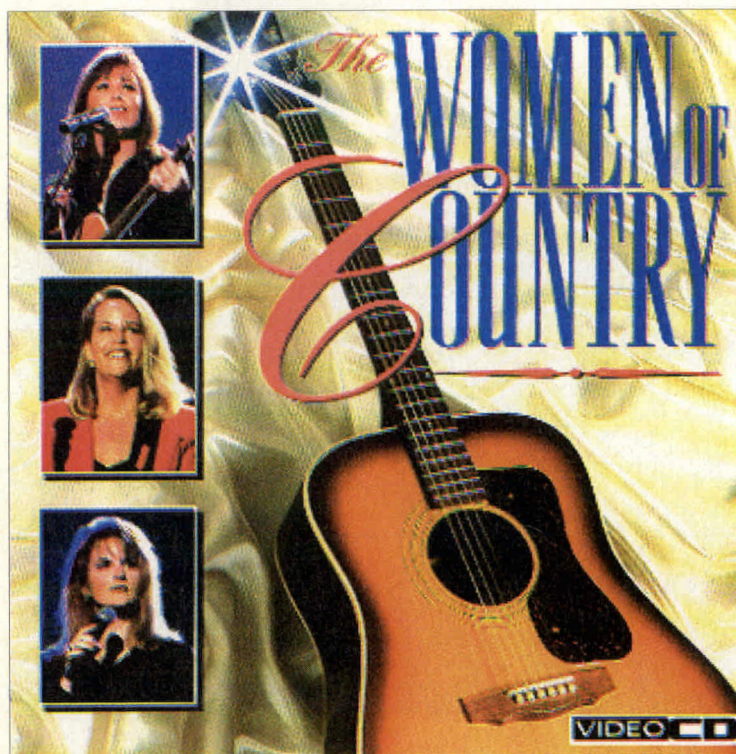


# FMV feature

All you lucky owners of FMV cards can look forward to Christmas this year. With titles like *When Harry Met Sally*, *The Black Stallion*, *Malice* and some more *Star Trek* films, this is definitely a good year for FMV freaks (The real big one due next month is *Forrest Gump*, but more on that in the next issue!). We take a look at few FMV releases that you can play on your CD32.

## WOMEN OF COUNTRY - CD VISION

This is for a niche market and two more CDs have just been released in this range. The quality of the sound and video is more or less perfect, but the artists featured are relatively unknown in the UK. That doesn't stop them from being very good indeed, though. Emmylou Harris, Tanya Tucker, Patsy Cline are all featured along with Pam Tillis, Lorine Morgan 40 or so more. These are the top female artists in the US and the video is mostly some great concert footage plus interviews and background info on them all. This is a fascinating insight into country music and a must for country fans everywhere.



## STAR TREK - THE MOTION PICTURE - PHILIPS

Doesn't it seem that there is at least one *Star Trek* film released each month? This one comes on two CDs with a running time of over 2 hours. Nominated for an Oscar for special effects, this is one of the best *Trek*ie films of the lot.



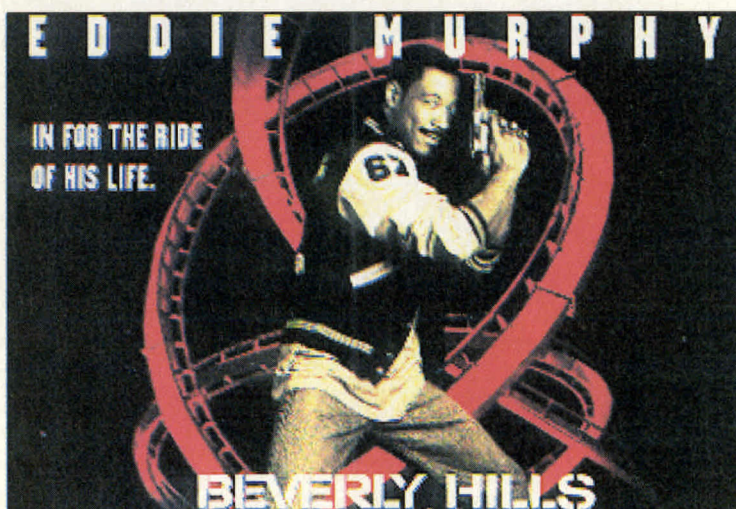
The motion picture is an epic adventure which has been taken from the TV series. An unidentified alien destroys three powerful Klingon cruisers and Captain James Kirk returns to the transformed USS Enterprise to investigate. The Enterprise (along with Leonard Nimoy and the cast from the acclaimed TV series) mobilise at warp speed to stop the alien intruder from its relentless flight towards Earth. Set in the 23rd Century, Kirk must meet these alien forces which come in the shape of an immense gas cloud that has been discovered on the edge of the galaxy. A great film and one you can watch again and again!

## BEVERLY HILL COP III - PHILIPS

Eddie Murphy must be one of the funniest men around and he returns as Detroit Police Detective Axle Foley, the fast thinking wit with an uncanny ability to wind up in deep trouble.

Axle heads back to Beverly Hills and a series of unusual clues in the otherwise routine investigation of a brutal murder lead him to an unexpected setting for crime - a popular Los Angeles amusement park. Assisted by loyal Billy Rosewood, he finds himself on the ultimate thrill ride as he attempts to uncover a criminal network within the colourful fantasy land of Wonderland.

If you like a good solid story with plenty of action and loads of laughs, plus a great sound track, then here you have it! ■





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# CD review

**When it comes to *Street Fighter*, Miles is your man. Every character, every move, every combo - he knows it all. Unfortunately, the git ain't here, so you've got me ... again! Now, I may not know Ryu's fireball move, or Blanka's love-bite, but I know what I like, erm - so there!**

**I**n a new dawn of computer gaming, the CD32 seems to be the only console taking huge steps ... backwards! Over the last few months we've seen the launch of Sega's Saturn with the great beat-em-up *Tekken* as one of its selling points. The Playstation is also set for launch, bundled with the terrific *Toshinden*. Even the more 'primitive' consoles have been boasting about the release of *Mortal Kombat 3*, *Killer Instinct* and *Primal Rage*. What has the CD32 got to brag about though? Erm, well, *Super Street Fighter*! Yep, the old arcade relic finally arrives on the CD32 bang on cue .. two years late!

Before a console can stand up and be counted it needs a great beat-'em-up to show-off what it's capable of. *Shadow Fighter* recently went some way to achieving this, but it's been left to the dragged-out *Street Fighter* saga to finally plug the yawning gap in the CD32 software market.

At a time when every other console is having its boundaries pushed to the limit by software companies eager to bring out superb 'next generation' beat-em-ups, we're treated to a re-hashed version of a dated coin-op. US Gold might have their hearts in the right place, but you can't help wanting to cry. Is this really representative of the sorry state the CD32 is in?

Once the crying is over though and the playing begins, you soon start to realise that not everything is as bad as it seems. Okay, so you load the thing up and it looks pretty tacky, but once you get to grips with the game, you soon realise it ain't much different from the version we've all tried on the SNES.

Players can choose from all the usual characters Ryu, Ken etcetera, etcetera and have the potential to perform all the stunning special moves and combos. Performing them ain't as easy as you'd like though, as the controls are a bit temperamental and the CD32 joystick is its usual nightmarish self, but hey, at least you can do 'em. Right?



What can I say, another game, another defeat. This time it's at the hands of the mighty Ken. I think I'll just go back to the options and drop the difficulty level a few more notches!



As you all know, the idea of the game is to punch and kick your way through each of the rounds - until you come up against M. Bison in the final and bloody conclusion. Each round is set in a different corner of the world with its own characteristic fighter. For example, in China you'll come up against Chun-Li and in America, Guile will be waiting for you. Unlike in MK, where your destiny is pre-chosen, SSF is more random in its fight schedules, so there's a certain amount of variety to the one player game.

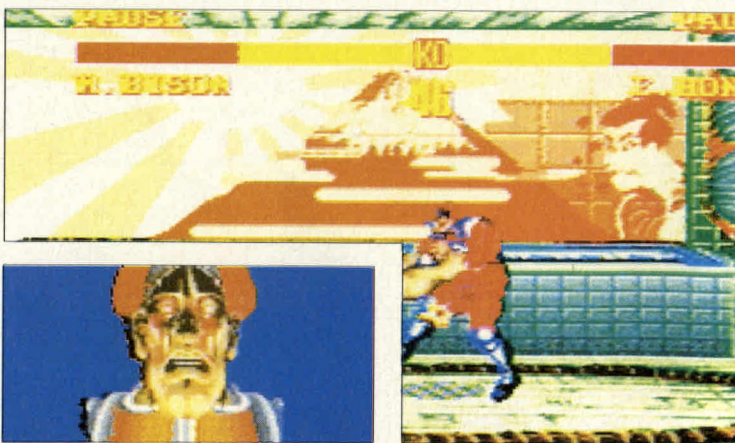
The two-player game is all important for a beat-em-up, as far as I'm concerned and thankfully SSF doesn't disappoint.

The two-player game is as cool as it ever was and more than a few friendships will be broken after a few rounds of fighting.

With the rounds fought across the world, there's plenty of scope for the programmers to come up with some exotic locations and scenery - and they don't disappoint you either. Whether you're fighting on a wooden pier next to a swamp, or in the back streets of Russia, the scenery and backgrounds are attractive to behold. It's just a shame the same can't be said for the character sprites.

The first thing that hits you is the size of them. The huge, colourful, well-defined Ken and Ryu that we came to love in the arcade and on the SNES have been replaced by rough, sketchy characters that shrink on the screen into nothing. Thankfully all the gameplay from earlier versions has been retained, so the flaws in the graphics aren't too detrimental to the overall game, but you would have thought a 32-bit machine was capable of better graphics than this.

Impact detection is one problem that can't be so easily cast aside. Throwing a wild punch at thin air, only to see your opponent go flying across the screen, is not a







It's been tried, tested and worked before, but that was several years ago. Beat-em-ups have moved on since then, unfortunately, it seems that the CD32 hasn't. A bit disappointing. **JE**



AMIGA CD32 GAMER 27 **ISSUE 17 OCT 1995**



# STREET FIGHTER HISTOGRAPHY

Few can remember when the phenomenon of *Street Fighter* began, but none can question the huge impact and influence it has had on the gaming industry.

From the very first day it exploded into arcades around the country, it awoke a sleeping beast. That beast was you and I - the Gamer.

Never before have the arcades seen such a frenzy. Kids rushed around armed with fistfuls of 20 pees, all trying to get a go on the few machines that made it over from Japan and America. Pocket-money was pumped in by the bucket load and vanished all too quickly as players tried to figure out those special moves and battled in vain to defeat Bison.



*Street Fighter* didn't just line the pockets of greasy arcade owners though, when the near-perfect SNES conversion hit Japan, importers were flogging carts to British fans for upwards of £200 apiece!

Then, when it finally arrived on our shores, SNES sales suddenly rocketed. Never before and not since, has one game been responsible for shifting so many machines from the shop shelves. For Nintendo it was a godsend. The SNES was

suddenly the hottest piece of property money could buy - and any threat the Mega-Drive posed in the 16-bit market vanished.

The success of the original prompted designers Capcom to start work on a sequel and before long *Street Fighter 2* was released. Action-packed and beautifully realised, it was a revelation of computer design and programming and was justly acclaimed as the best beat-em-up, if not the best game, of all-time. Not even the follow-up, *Street Fighter 2 Turbo* could dent its reputation amongst gamers as the ultimate in visual entertainment.

Not surprisingly, dozens of spin-offs ensued - tournament versions, turbo versions, super versions, on and on the list goes. None quite managed to emulate SF2, but all were classics in their own right.

The next natural step for Ryu, Ken and Co, was the cross-over from SNES onto other formats. Unfortunately, the Mega-Drive and PC versions were largely disappointing, but on the Amiga, *Street Fighter* once again proved itself. In fact, it was so popular that SF2 followed and then *Super SF 2*. From there it was just a matter of time before it arrived on the CD32 and the rest is, as they say, history!



## GRAPHICS

### SNES:

Utterly stunning - clear, well defined, colourful and the scrolling is superb.

### CD32:

Okay, but a bit sketchy and the vibrant colours have disappeared.

## PLAYABILITY

### SNES:

Oodles of it coming out of every pore. Once you get the joypad in hand, you won't be able to tear yourself away.

### CD32:

The dodgy impact detection spoils a bit of the fun, but it's still immensely playable.

## SOUND

### SNES:

Some rousing tunes and rip-roaring sound FX heighten the experience.

### CD32:

Surprisingly, not as good as the SNES, but it's thumping enough to get players really pumped-up.

## OVERALL

### SNES:

The complete gaming experience, simply brilliant.

### CD32:

A bit disappointing, but still the best beat-em-up yet out on the CD32.

# SNES VS

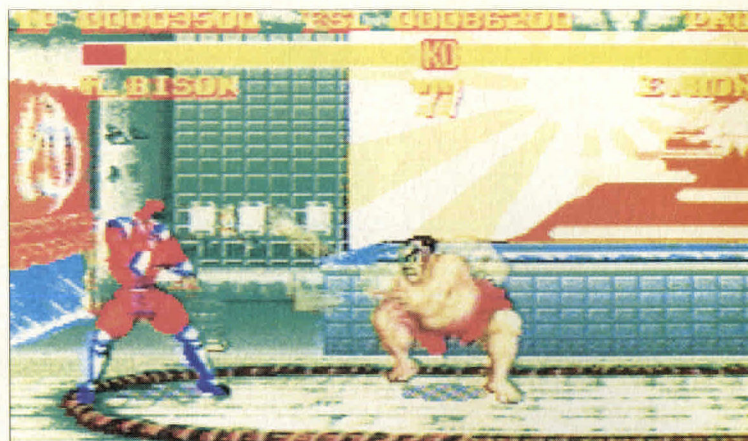
# CD32

## Head to- Head





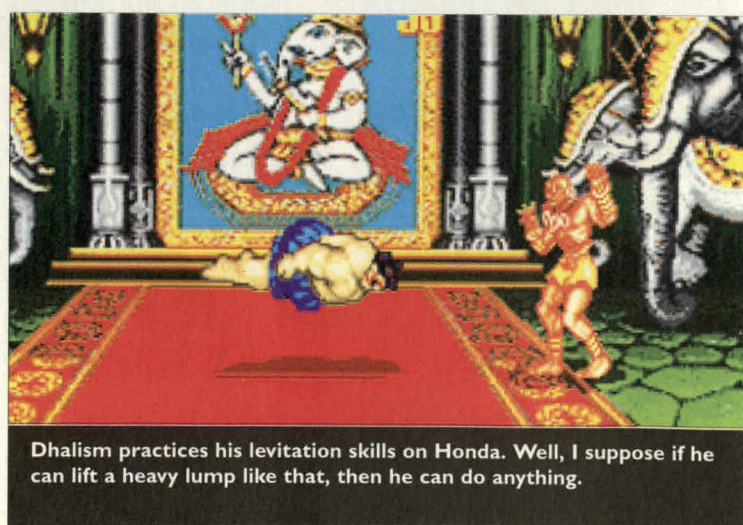
Ouch! Thunderhawk fries after feeling the full force of Kens Dragon Punch. Special moves like this, are an important key to success in Super Street Fighter 2.



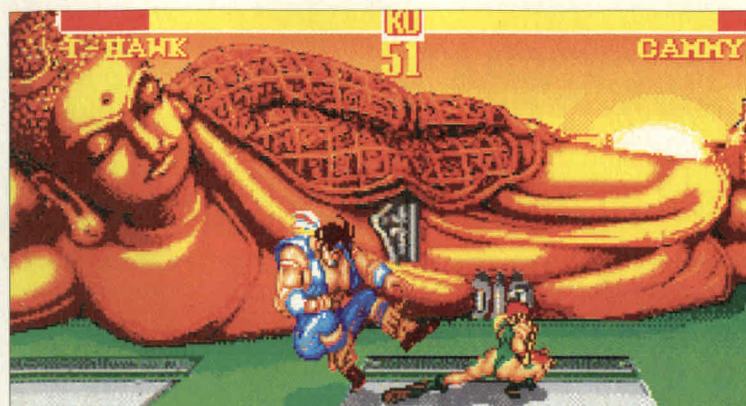
RANKING			
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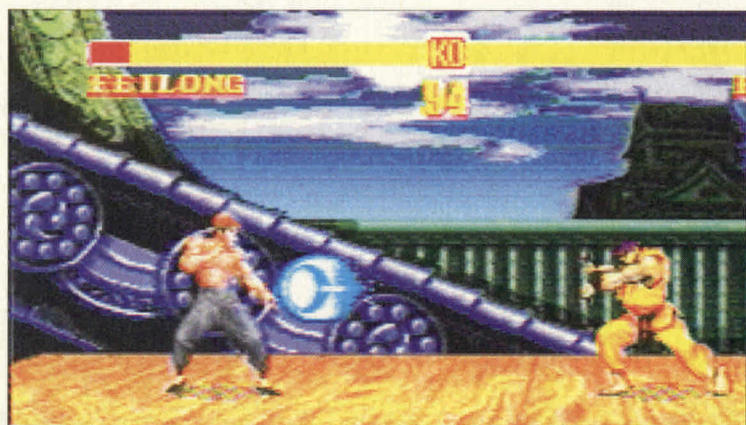
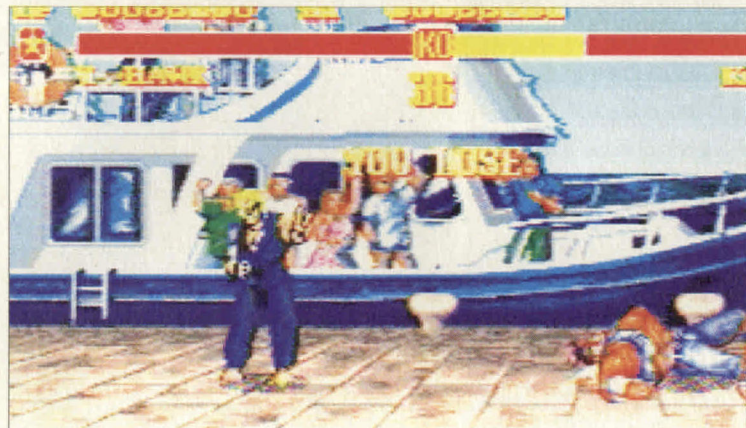








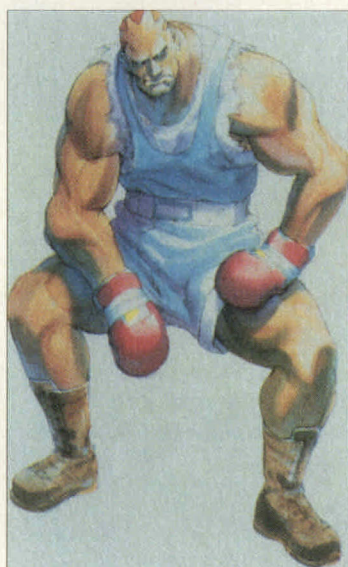
"The two-player game is as cool as it ever was and more than a few friendships will be broken after a few rounds of fighting"



Fei Long looks remarkably calm as Ryu unleashes another of his special moves - the Fireball. This is one of the easiest players can learn and is one reason why Ryu is so popular amongst players.



ATTACK ME IF YOU DARE,  
I WILL CRUSH YOU!



# Profile

2 PLAYERS  
N/A SKILL LEVELS  
X SAVE GAME  
No  
✓ CD32 ENHANCED

GRAPHICS  
SOUND  
GAMEPLAY

**PROS:** All the characters and all the moves make this a strong contender for best beat-'em-up title on the CD32; that doesn't say much though!

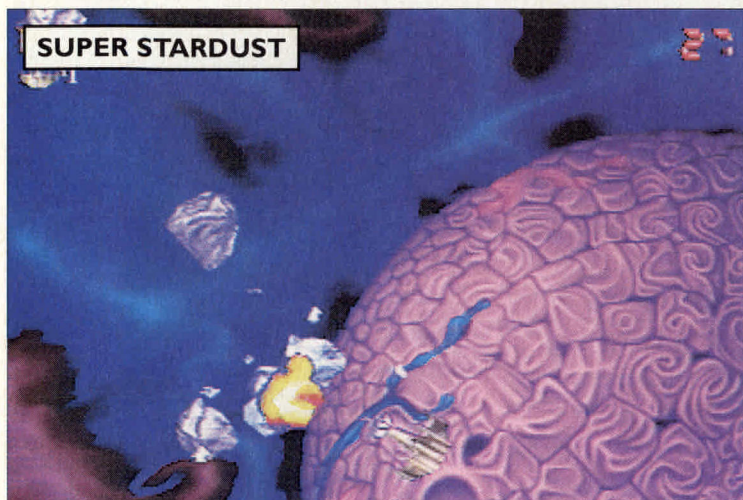
**CONS:** The CD32 is capable of better graphics than this and should be trying to break new boundaries, not go over old ones.

86%



# reviews revisited

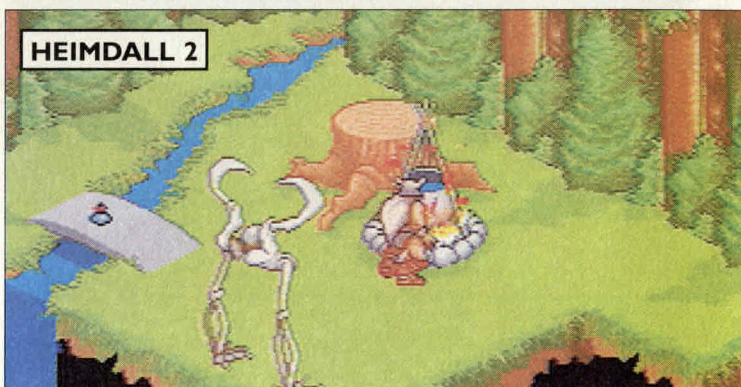
**D**oesn't time fly? Jon has just celebrated his 21st birthday, Miles his 1st and CD32 Gamer is now 17 issues old. It seems like only yesterday that the first issue of this fine mag winged its way into every newsie around the country. Now Britain's number one CD32 magazine is over a year old. Can you believe it?



The CD32 Gamer posse are not a nostalgic lot, living too close to the edge to worry about what's behind them, but every now and then, we all have to stop and recollect what has past us by. So join us on a trip in the Tardis as we venture back into the distant past of the Vikings through to the dawn of modern helicopter warfare. Experience the thrill of shooting your way through an asteroid belt and a bruising encounter with a metallic monster as we re-review some of the classic games of yesteryear and see how they've stood the most gruelling challenge of all, the test of time.



The much contested review score of *Rise of the Robots* comes under fire, finally laying to rest any arguments about how good it really was, or was not! *Heimdall 2*, (still in the top ten) also comes under scrutiny, as does *Gunship 2000*, *Guardian*, *Super Stardust*, *PGA European Tour* and *Bump 'n Burn*. All of them were classics in their time (well, except for maybe *Rise of the Robots*), but how would they be received if they were released today?





# Rise of the Robots

## WHAT WAS SAID THEN...

'Despite over a year of constant hype, *Rise of the Robots* just about manages to live up to the enormous expectations which surround it.'

**I**t was worthy of adorning the cover of CD32 Gamer when it first smashed its way onto the CD32, but how does it stand up to the rigours of the review formula a year down the line?

Well, the bad news for any *Rise of The Robots* fans out there is that it is to be unceremoniously stripped of it's Gamer Gold award!!!

Yes, *ROTR* was, it seems, wholly and quite mightily over-rated. Perhaps the then reviewer, (no names no pack drill) was hypnotised by it's slick and highly-polished graphical displays, but ultimately, it has to be said, that the gameplay itself was the fateful short-circuit in the games cosmetic circuitry.

As everyone who ever played a beat 'em up title knows, it's the speed of movement and the blistered fingers that everyone gleans sadistic pleasure from. The bad news is that *ROTR* just didn't provide this, and a year later still doesn't offer any of the lightning-reflex faster than a speeding bullet, miss it if you blink action that the majority of similarly billed titles do. For that very reason, *ROTR* became a huge disappointment to many, many people who had eagerly awaited it's appearance. Let's face it, it didn't play well and we were all very disillusioned.

*Rise of The Robot's* Gamer Gold certificate is now officially off the wall, and consigned to the bin in the office.

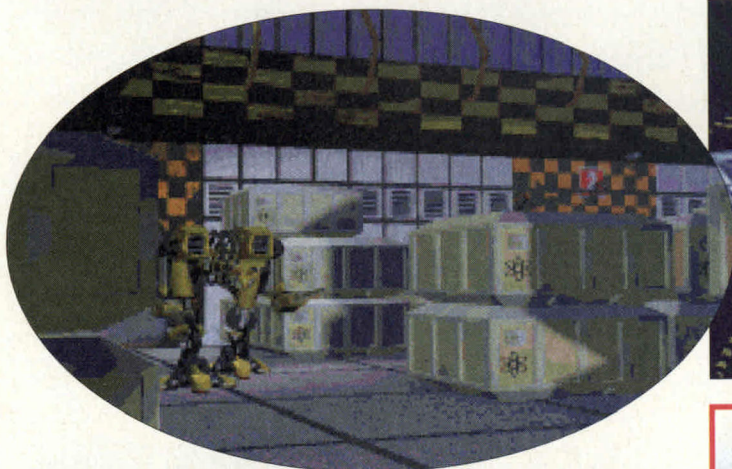
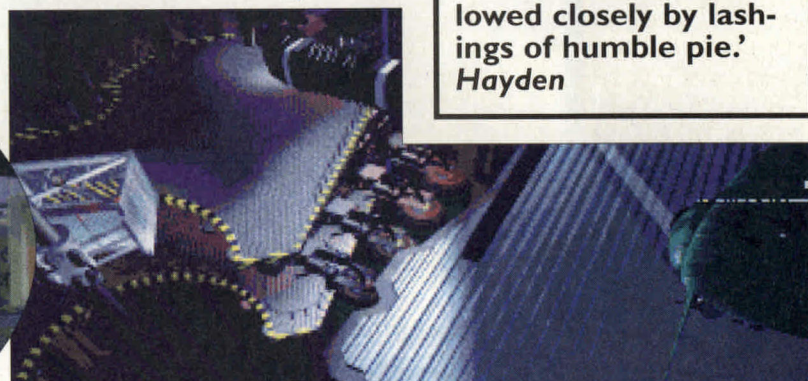


## WHAT WE SAY NOW...

'Another year further down the road, and the realisation has dawned that perhaps someone was being a little over-zealous.

Time to tuck a napkin into our collective collars, and settle down to eat our words, followed closely by lashings of humble pie.'

Hayden



OLD SCORE

90%

NEW SCORE

77%



# Guardian

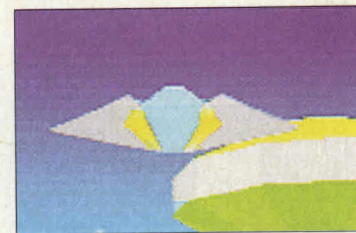
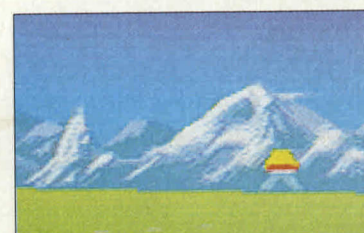
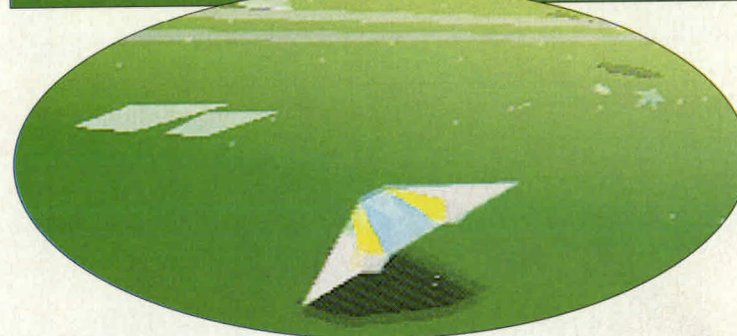
## WHAT WAS SAID THEN...

'This game deserves whole-hearted recommendation and plenty of success when lined up against the endless dirge of ports and platformers currently clogging the shelves.'

**A**hh, yes, I remember it well. *Guardian* was, and indeed still is, an orgy of furious blast 'em up action, with the player charged with the responsibility of destroying all manner of enemy crafts and spiteful little Dronoids. Easy to say, but quite a different proposition when you're totally immersed in the heat of battle. It's action all the way, because the collection of extracurricular alien craft re-generate constantly, and therefore present you with a constant threat. However, your main aim is to locate and do away with the Dronoids, which are initially dropped onto the various planets by the mother ship. They have been sent to wipeout the planets resources and populations, and it's your job to stop them. Only once you have eliminated all the Dronoids on each planet, will you be able to move on to another similarly frantic level.

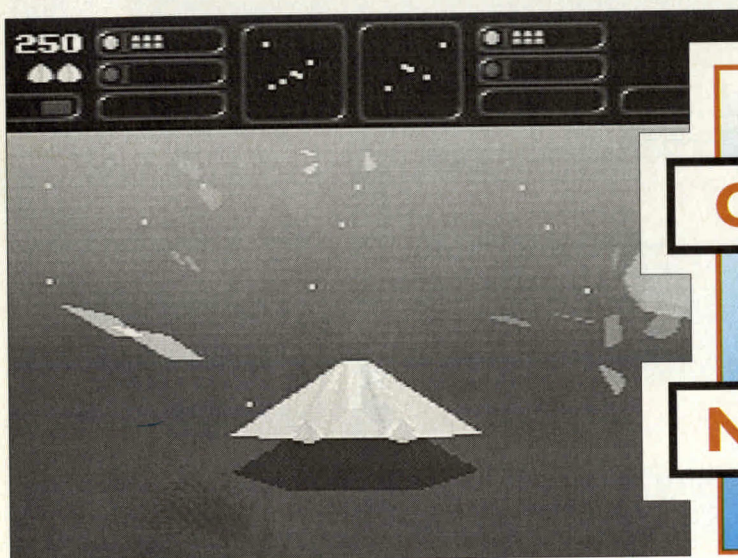
As a blaster experience, this is really quite hefty, and coupled with the diversionary tactics of the regenerating craft, your primary objective is often required to take a back seat for a while. The freedom which your craft is allowed around the planet's surface makes it a really open-ended experience, as you're not channelled along a pre-destined route, as happens with so many games of this ilk.

Still a winner, and still a Gamer Gold as far as this space cadet is concerned. Mind you, where can you stop for rocket fuel around here?



## WHAT WE SAY NOW...

'This game, in our humble opinion, still remains a Gamer Gold. However, we perhaps would be a little more reserved in applauding it quite as loudly as before. Things have picked up on the CD32 since, and now we have many more comparable games.' - Jon



OLD SCORE

92%

NEW SCORE

90%





# Super Stardust

## WHAT WAS SAID THEN...

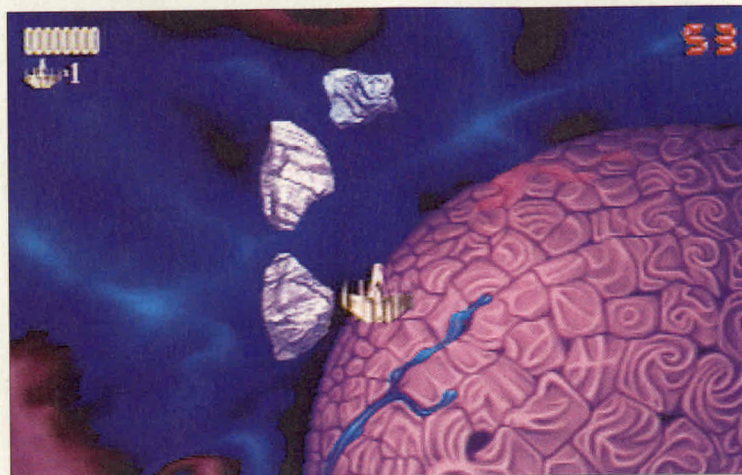
**'Super Stardust is probably the most impressive piece of visual trickery the CD32 has yet seen.'**

**I**f I remember correctly, this was just a little bit of a stunner when it first revealed itself in all its handsome glory, and really I'd be a liar if I said I still didn't fancy it just a tad. Mind you, the superb graphics that courted so many wolf-whistles from the CD32 fraternity back then, perhaps wouldn't have the same impact in the current climate.

Nevertheless, an impressive display of great 3D graphics does not a fab game make. So what of the really important stuff, like how it handles and what it's got to offer? Well now, as before it offers a simple scenario based on the age-old Asteroids theme, but of course there's just a little bit more to it that, and more experienced gamers will find that this is an improvement on the original which appeared on the A500 some time ago.

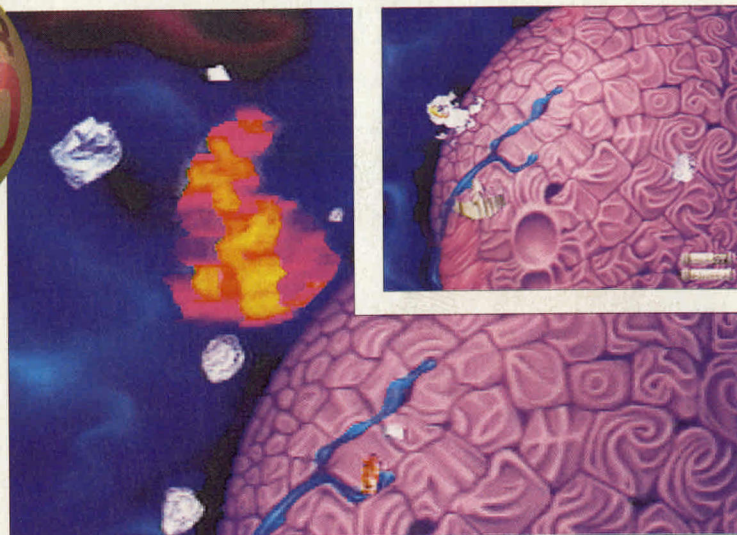
This really is the type of gaming experience that will keep you on your zero-gravity toes. The fact that the asteroid-belt sprites are considerably larger than they were in the original makes manoeuvring you way through them a lot more challenging or just plain difficult.

This is no walk-over, no matter who you are, and you know that Gamer Gold we gave *Super Stardust* last year? Well, it still stands.



## WHAT WE SAY NOW...

**'We'd have to agree to a very large extent with what they said then. Nothing much has come along since to challenge the game itself, or that statement' - Hayden**



**OLD SCORE**

**90%**

**NEW SCORE**

**90%**



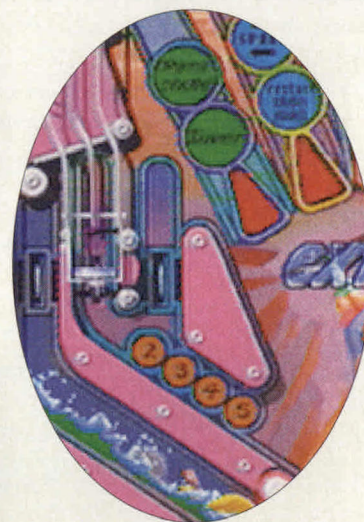
# Pinball Illusions

## WHAT WAS SAID THEN...

'It oozes slickness and quality from every pore and will keep coming out of the cupboard on a regular basis.'

# A

whopping 96% earned this flipping great game the honour as the most highly rated CD32 game of all time. Featuring three of the best tables ever seen on a monitor screen, 21st Century have set the standard by which all other games of this genre will be judged. Since this first hit the shelves a good six months ago now, a lot of similar games have tried to emulate it, especially on the PC. None have really succeeded though and although this game no longer looks as ground-breaking as when it was first released, it's still the best pinball game around. Plenty of secret, hidden features on the tables, oodles of playability and fun, silky smooth scrolling and crystal clear graphics make this a classic game that's truly stood the test-of-time. Whether you're a pinball fan, or not, this is one of the greatest moments in the CD32's history and a must for every gamers collection.



**OLD SCORE**

**96%**

**NEW SCORE**

**85%**



# PGA European Tour

## WHAT WAS SAID THEN...

**'It has this wonderfully accessible system where anybody can pick up a controller and be playing competently in moments'**

**T**he greatest golf game of all-time was a sporting revelation on the CD32. Sports fans across the country - for so long overlooked - suddenly had the choice of five of Europe's top courses to play on in their best tank-tops and chequered trousers.

One of the greatest strengths of *PGA Euro Tour* was the four player option. Thanks to the simple controls and uncomplicated control interface, lovers and haters of the real game could gather around the machine and have some wicked fun.

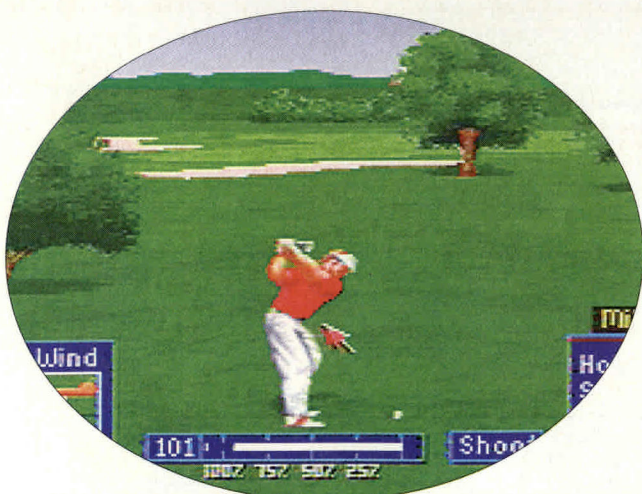
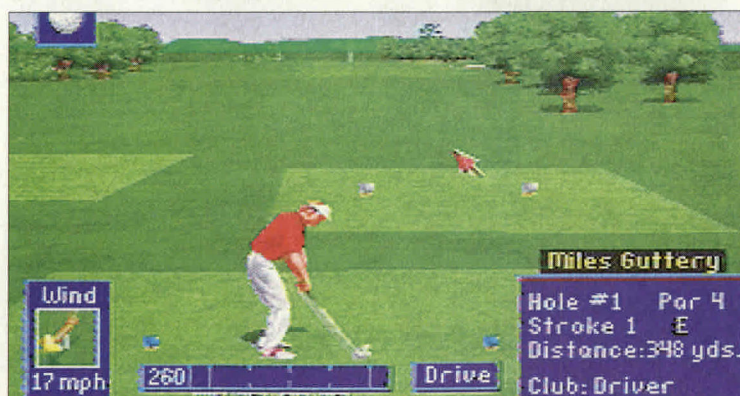
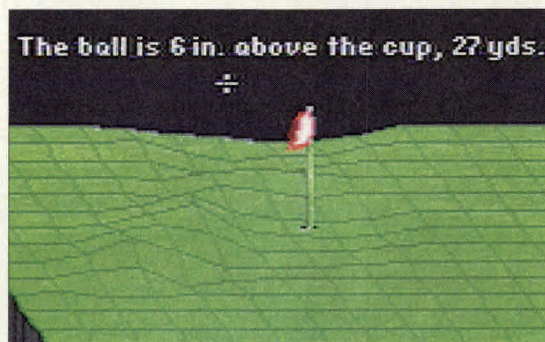
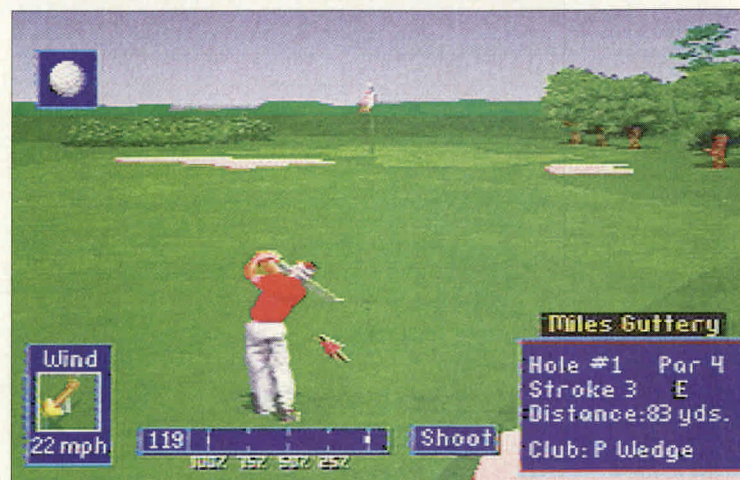
Featuring full tournaments, skins, or the totally cool shoot-out, *PGA European Tour* is the definitive golf game. Even in today's world of photo-realistic courses and sims, *PGA* still stands worlds apart as the

most playable, most realistic and most fun golf sim around. A birdie then and a birdie now, will anything ever surpass it?



## WHAT WE SAY NOW...

**'Even in today's world of photo-realistic courses and sims, *PGA* still stands worlds apart as the most playable, most realistic and most fun golf sim around.'** - Hayden



**OLD SCORE**

**93%**

**NEW SCORE**

**86%**



# Heimdall 2



## WHAT WAS SAID THEN...

'A truly splendid graphic adventure with masses of neat puzzles, brilliant graphics and varied worlds to explore.'

**R**eviewed way back in issue 3, you could forgive this game for looking a little dated now, but you don't have to, as it's just as beautiful now as it was then. A gorgeously presented and beautifully realised game, *Heimdall 2* is full of exciting and interesting puzzles and problems. Lots of interaction with some wierd and wonderful characters also sets this game above most others.

Set in a wonderfully detailed graphic environment, it's one of the most outstanding games of its kind. Still selling today (just look at last months top ten), this has stood the hardships of time better than any other game. *Heimdall 2* was and still is one of Cores and the CD32's greatest ever releases.



## WHAT WE SAY NOW...

'Set in a wonderfully detailed graphic environment, it's one of the most outstanding games of its kind.' - Hayden

OLD SCORE

90%

NEW SCORE

83%



# Gunship 2000

## WHAT WAS SAID THEN...

'A huge combat simulation which recreates the experience of flying seven helicopters.'

**M**iles' all-time favourite game scored a massive 92% way back in issue 2, but a lot of similar games have passed through the office since then. How does it stand up against its more modern rivals? Surprisingly, quite well. Despite the dawn of a new era in flight combat sims, headed by *TFX2000* and *Apache Longbow*, *Gunship 2000* can still hold its rotor blades up amongst the very best of 'em. Although looking slightly dated now, the gameplay and realism is equal to that of any of its successors.

Fly single missions, long-running, resource-sapping campaigns, or just go for a spin; you can do it all with this fantastic sim. The only flaw is the CD32 joypad which makes controlling your gun-totin' flying machine a bit of a pain in the rear. Still, who cares about landing anyway, as long as you can get in the air and start shooting, you're bound to have a riot.



## WHAT WE SAY NOW...

'Although looking slightly dated now, the gameplay and realism is equal to that of any of its successors.' - Hayden

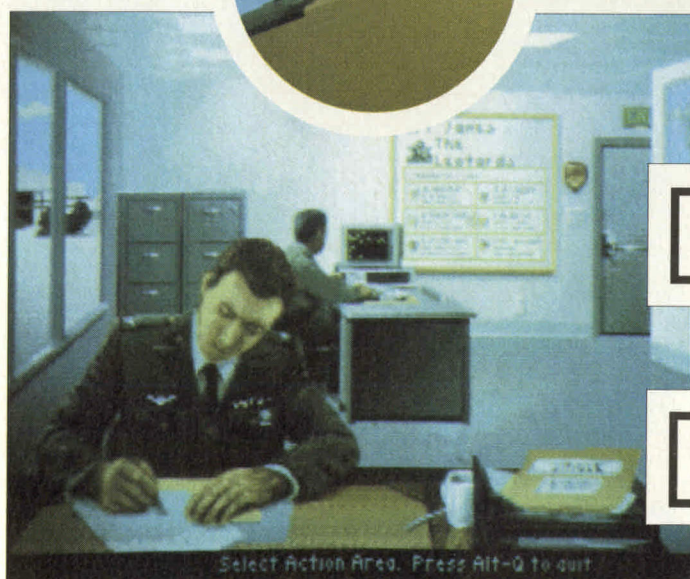


**OLD SCORE**

**92%**

**NEW SCORE**

**94%**





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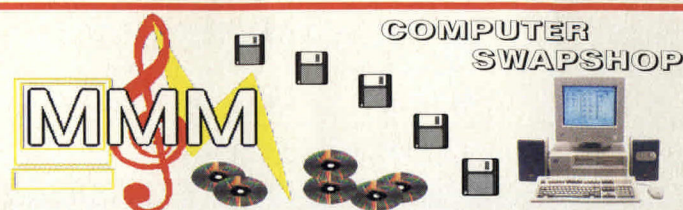
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# CD32

## GAMER

### PLAYING TIPS

Here we are again, at that stage of the mag when the CD32 Gamer posse start to quake in their boots. Yep, it's tip-time, which means hour after hour of sitting around, painstakingly working our way through some nightmare of a game. Hang about though, what's this? Core have come to our rescue with a complete walk-through guide to *Heimdall 2*. Phew, that's that sorted then!

By popular request we also have some more mini-tips to help ease you through those troubled times. Codes for the *Clue* and *Diggers* are just a taster of what's on offer and remember, if you have any tips, keep sending 'em in to the usual address.

## CD32 TIPS INDEX



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### HEIMDALL 2 solution

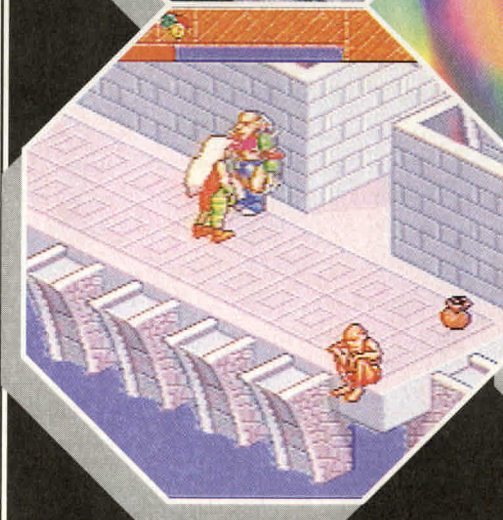
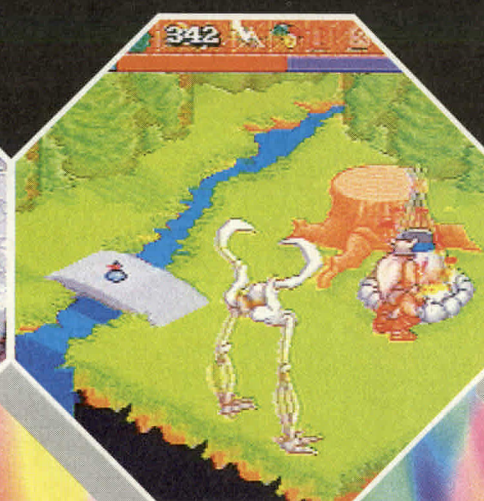
The first installment of a complete solution to *Heimdall 2*.



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### MINI tips

All those little tips that you need to know, but never knew!





Hello, and welcome to the CD32 Gamer tips special. We will be giving you all the gen on *Heimdall II*, and all without the aid of a safety net! Our courage in the face of a taxing point and click adventure knows no bounds. We are fearless, we are selfless, we are wasting time...

# Heimdall 2

## Solution • Part I

### GENERAL



**W**hen the game begins, you will find yourself at what looks like the gates to heaven, but because this is more-or-less a pagan inspired magazine, we'll say it's an altar, maybe even one where sacrifices take place! Anyway, none of that's important because you're going to move away anyway. Saunter down the steps, and at the foot of the stairwell turn left. Pick up the two weapons which have been left on the floor, go past the font and pop through the door which is straight ahead of you.

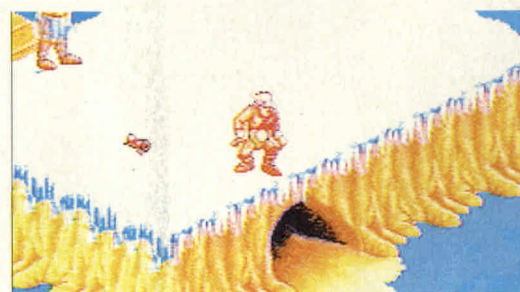
### MIDGARD

**Y**ou'll find yourself in a snow covered area, where there are two pointed rocks. To the right of the green one you'll see an item which you should pick up. Then fire an arrow at the green rock, and a troll-type character will appear. Defeat him and you will be rewarded with yet more arrows. Then fire an arrow at the brown rock, and a secret bridge will

■ PUBLISHER : Core ■ PRICE : £19.99  
■ DEVELOPER : In-house ■ OUT : Now



appear that leads to Rurik's Village. You can talk to the chappie guarding the bridge, but he will not let you pass. However, opposite him, you will see an entrance to a cave below, and you can leap down onto the shore. Once you've done that enter the cave and make your way through the hazards. Once outside again, go down the steps to the left and leap aboard the boat. It whisks you off elsewhere, and when it's docked, leap out again and go up the path to the left where you will find Rurik in a hut. Talk to him, and then return to where the boat dropped you and go to the hut at the bottom of the screen and collect all that you can find. At the back in a box you will find a circulet, which you will need as a peace offering for Eadric. The second hut is a shop, where funnily enough you can buy things, such as weapons, potions and food.







Now, re-board the boat at the bottom of the steps and you will see the map of Midgard. Using the compass pointer, select and travel to Eadric Village. Once you arrive in Eadric, go up the steps, avoid the troll, and enter to the mouth of the cave. When you've entered the cave you will see smoke coming from a chimney. There's quite a lot of smoke actually, and we're pretty sure that's not smokeless fuel they're using. It's disgraceful really, because it can't be doing the ozone layer any good and what if someone's got their washing out on the line. I ask you. Anyway the smoke is coming from the pub. Now even if you fancy a swift one, no such luck; you'll have to resist for now. Ignore the first flight of steps that you see, and follow the path instead. Now you'll meet another troll, which again you should avoid. Head into the building at the top of the screen. Inside there are a few things which you should pick up, and then go through the doorway to your right. In the next room you'll see three chests. Open each of



them, and grab the gold they hold! Then make your way up the stairs, where you'll meet Eadric himself. Give him the Circulet as a peace-offering, and in return he will give you a letter which you must take to Rurik.

On your way back through Eadric Village, pop into the pub and have a chat with a few of the locals who will tell you more about your quest. Once you've spoken to the guys in the pub, go to the serving hatch beside the bar and a child (who really shouldn't be in the pub) will give



you some information about the King. Now on the bar, you'll see a potion bottle. Now normally we wouldn't condone such practices, but for the purpose of this game, nick it. Leave the pub and then re-enter and this time all the guys will tell you other things.

Right, now head back to Rurik's Village, and take the letter to Rurik himself. On hearing the good news contained in the letter, Rurik will give you a pass which allows you to get onto the King's island. So off you go!

Once on the King's island, give the pass to the guard, and once you're inside find the servant girl who will tell you what to do. Once you have your instructions go to the room which has the big picture in it, walk up to the picture and press fire. Now enter the secret passageway which will lead you too the King's boudoir.

Press the rather hard to find button on the bedpost, and a secret cupboard will open. Inside is the King's signet ring. Take the ring and return to the guard who won't let you into the dungeon, and give him the ring; he will now let you pass.

Down in the dungeon, there is a big, nasty Hakrat which you must kill. It isn't easy, so make sure your energy bar is fully powered by eating some food or drinking water. Also make sure the weapons you want are ready to use before you engage the brute in battle.

Once you have managed to defeat the Hakrat, approach the King's brother who's in the cell. Take the letter which he gives you and take it to the King. Give the letter to the King, and the advisor and the force-field at the top of the stairs will both disappear, allowing you to reach







the first piece of Ro'geld. Once you've entered the room, you'll see that much of the floor is missing. Arm yourself with the bow and arrow, and fire an arrow into each of the three holes on the opposite wall, taking care not to get burnt. Once the piece of floor re-appears, follow the path and go into the room at the end. Then stand on the different coloured floor-tile and you will receive the first piece of Ro'geld.

Now leave the King's Castle and head to the Fisherman's Hut. Enter the hut, and go to the cupboard in the corner and open the doors. Inside you will find the fisherman who will give you Thor's Holy symbol, allowing to get past the portals at Loki's Shrine so it's back to the boat and off to Loki's Shrine.

When you see the two portals, you have a choice; if you're the male character, go to the portal on the right. If you're the female character...

Now go and release the fisherman's daughter, and in gratitude she will give you the Utgard I Talisman which will open a portal to the next world so make your way back to the Hall of Worlds.

## UTGARD

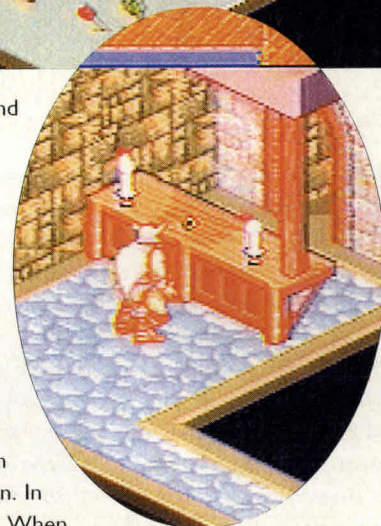


Once you arrive in Utgard, walk past the stone formation and into the next part of the level. There you will see sheer carnage where a bloody battle has been fought. Many men have fallen, yet one still lives. Speak to him before he dies and he will give you some interesting information.

Then go back to the area with the stones, and fire an arrow into the circle of fire. Now you are in the half-world and you can

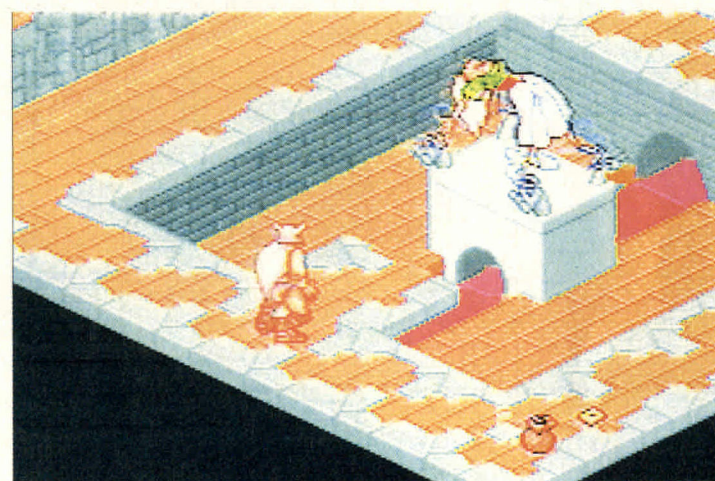


return to the now dead man and talk to him again. He will give you his armour, but before you can collect it, you must go back and fire another arrow into the circle of fire in order to return from the half-world. Once you have the armour, you will be able to enter the castle.

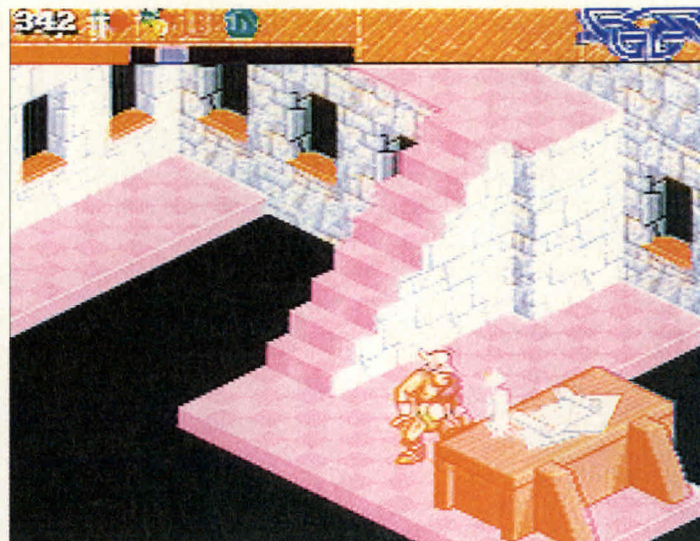


Once inside the castle, you must find the King and give him the message from the dead man. In return he will give you a letter. When you leave the King's audience, go into the castle's kitchen, up the stairs and along the path to a room where you'll find the Rainbow Ring. Take the ring and return downstairs and exit the castle to the right of the King's Chamber. Now you'll see the map of Utgard. Sail to the Giant Isle.

Go through the first room and into the Ice God's room. There you'll have to defeat the goblin type pest and then fill your flask with water. Return to the first room and throw the water onto the fire. Now return to the Ice God's room once again, and you'll see a bridge has appeared. Go across the bridge and down the stairs. At the bottom, you'll see a gap between the platform you're on and the next one. Just walk off the edge, and a platform will appear which bridges the two. Go

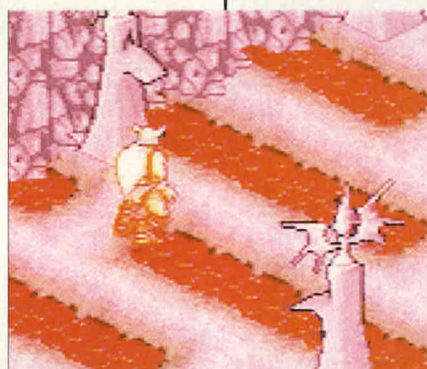






up the other flight of stairs and enter the room. In the middle of the room, you will see a sphere of light suspended above a hole. In your inventory, put the Rainbow Ring into the 'throw' box and throw the ring into the sphere. Ensure that you pick up the Utgard 2 Talisman which is also in the room.

Now leave Giant Isle and head off to Giant HQ. Negotiate the maze, and then in the second section you will find a candle burning on a desk. Push the candle over and collect the Her Ker'yn talisman, before you return to the Hall of Worlds.



Dwarven King, and give him the letter you got from the other King earlier. The Dwarven King will give you yet another letter. Once all this exchanging of letters has been completed, go down the step to the right of the King's throne where you will find the second piece of Ro'geld on the skeleton. Then go through the doorway behind the throne in order to return to the portal and the Hall of Worlds, but take great care when attempting to leap over the jets of flame which burst upward from the floor.

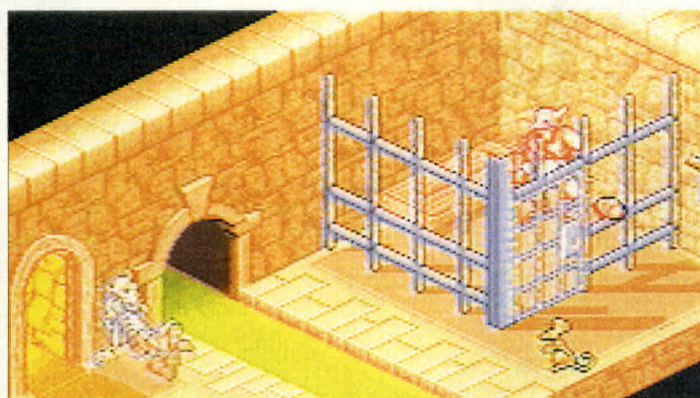
Once in the Hall of Worlds, return to Utgard 1 and take the letter you have just been given to

the King. In return for the letter, the King will give you the Her Ker'yn talisman, which will give you access to Her Ker'yn. Return to the Hall of Worlds, and prepare for the next area of the game.

## UTGARD 2

**A**s you enter Utgard 2, you are struck over the head and knocked unconscious. Luckily though, you awake some time later in a cell.

You will see a piece of bread on the bars of the cell. Push it toward the rat outside the cell, and the rat will open the cell for you (as rats tend to do!). Now wander up the sewer system until you reach some steps. Climb the steps but don't collect that jug at the top; it's a trap! Just go straight through the doorway to see the





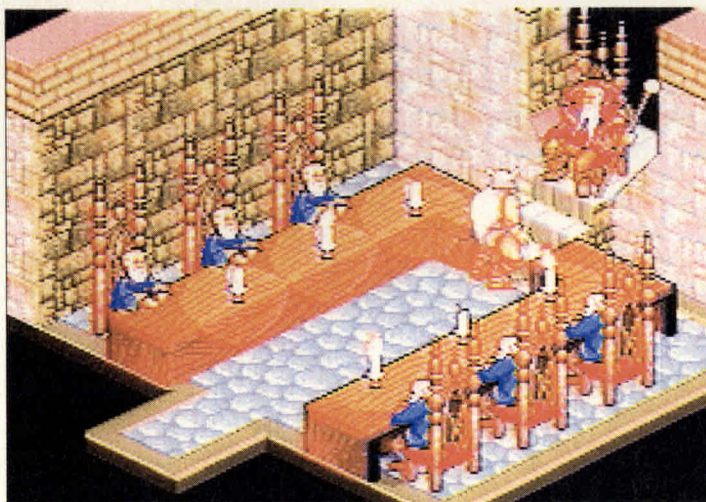
## HER KER'YN

**T**his area begins in the Druid's Grove. First find and talk to the Druid, Kariel, and then go to the map screen. Once on the map screen, take a boat-ride to the Village. The first building you come across in the village is the armourer's. Once inside, kill the Dakta who is there. When you've killed him talk to the little slave who was making a sword. He will give you the sword for helping to free the slaves.



Now go to the next building (the pub) and kill the bully-boy Dakta who is terrorising the punters. The landlord of the pub is quite laid back, as he doesn't seem to mind these melees going on in the bar.

Then go back outside, down the steps and in through the first door, where you'll have to battle it out with two more tricky Dakta customers. The secret here is to be prepared. Have lots of weapons ready, especially throwing weapons, and potions which will restore your energy bar. It may be an idea to pop into the shop next door before taking these chaps on, and stocking up on what you need. Try casting a few spells as well.



Once you've defeated them, return to your boat and head out to Dakta HQ. On Dakta HQ, make your way into the second building, where you'll see a tricky challenge in front (or rather below you). You have to jump down and avoid the spiked, rolling ball to get to the alcove. Once you've made it, press the switch on the wall and the steps will appear. Once up the steps go into the room on your left, and climb the stairs inside. There you'll see a map on the wall (which you must



stand in front of) and press fire. The map will move to reveal a hidden corridor, which you should now enter. Once inside, on one side you will see your reflection in a mirror. Go to the top of the room and talk to the Dakta. Now you will have to fight the mirror image of yourself, before taking on the ugly old Dakta. Once you've beaten them both, head back to the boat and set out for ?????? Island. Once on the Island, get past the spider, and in the second room, you will see a floor of tiles. In order to make your way across the tiles, you must know the route, which is given to you in clues on the scroll you'll find at the beginning. It really is tricky this bit, but a good hint is that when the route you are taking is correct, the letters or symbols you have just walked on remain white. Ahhhh????!!

Now once you've got past the tiles, enter the next room along and fire an arrow into the mouth of each of the gargoyles. Collect the third piece of Ro'geld, and return to the Hall of Worlds.

## TAL KER'YN

**N**ow you'll find yourself in the Hall of Gods. Make your way into the first room, the Death Goddess's room, and kill your two characters, Heimdall and Ursha. This may sound strange, but trust us! Kill them by walking into the statue at the top of the stairs. When you have died, a hole of light will appear on the wall which you should now walk onto. Inside you will be able to collect a crown and a holy symbol. Once you exit the room, your characters will be brought back to life. Once you've been revived, exit that







area and enter the room of Judge God. Place the crown upon the head of the Judge God, and stand in the circle to have yourself judged. Once this has been done (and you have received the holy symbol) make your way to the Cloud room of the Air Goddess.

From here you can teleport around the clouds, by walking into the lightning. When you see them collect the shield, the helmet and the armour. Return to the main room of the cloud area, and a bridge will appear, which allows you access to another holy symbol. Hoorah!

Now return to the main hallway and enter the room of the God of Weak. He's the geezer stood on a pedestal in the middle of the room, indiscriminately firing arrows at you. Kill him, and the other guy that appears using a variety of throw weapons. Then collect the holy symbol.

Now pop next room, into the Light Goddess's room. Make your way across the tiles and collect the holy symbol on the other platform, but watch your step!

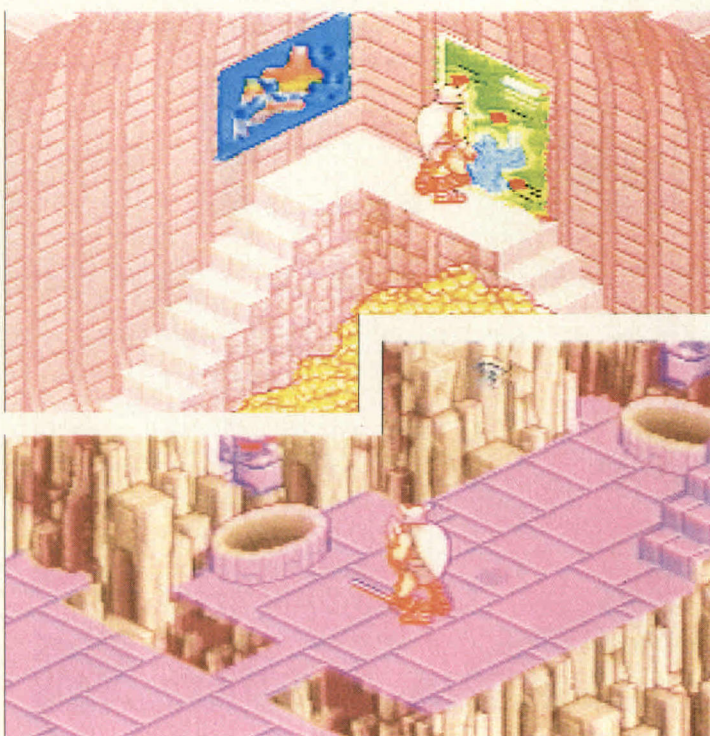
Now visit the nature God's room, and listen to his challenge. However if you didn't catch all that he said, the plants that you need to get the seeds from are... The one to the right of the patch of grass, which looks like a big red bud. You also need to visit the plant just below the first and the one in the bottom left-hand corner. When you have successfully negotiated Gardener's Corner, collect the holy symbol



and return too the main hall. At the end of the corridor there is a large, closed door. Place the holy symbols in the spaces in front of the door, which will then open.

Inside the room, you'll see a laser-like beam, generating from a spinning diamond suspended above the room. The light is being beamed at the last piece of Ro'geld. Climb the stairs and place the Mirror Shield in front of the beam of light. Having done this you will be able collect the final piece of Ro'geld. Yippee! Now return to see Ander in the garden, and he will give you a new symbol.

Return to the Hall of Worlds before making your way back to Her Ker'yn, and the Druid, Kariel. Give Kariel Ander's symbol, and a gate will appear in the trees. Through the clearing, there is what looks like a beach with a turtle on the shore. Climb onto the turtle's back, and he will take you across to the island. Talk to the fire sprite, and he will teleport you to the Hall of Worlds. Go back into the first hall, and enter Niff'heim by walking under the spider's legs.





## NIF'HEIM



Once in Niflheim, walk towards the lava, and the fire sprite will provide a fire boat in which you safely cross the bubbling, boiling sea to another island. Collect the Dragon's teeth, and then enter the fortress. Work your way across the maze on the floor, up the stairs and into the next room. In the room you will see three heads on the wall. What you need to do is fire an arrow into the mouth of each head, but mind the lava which will hit you from behind.



Once that objective is completed, go through the door and keep following the path until you reach a room with Loki's daughter upon a throne. To her right there is a secret door. Simply walk up to the wall and press fire to open it. Once inside the next room, you need to place the Dragon's teeth on the small circles. Do this by using the discard function, but you must try to get them as centrally onto the circles as you can. Nothing a good old-fashioned bit of trial and error won't sort out. Oh, nearly forgot to tell you; you'll have to separate the teeth first. This is done by selecting them in the inventory, and then using the other fire button to separate them.

When you've teleported, collect the Dragon's eye and walk past the statue. Seek out the Hakrat who is guarding Loki's room. Defeat him and then enter Loki's room where you will be engaged in conversation.

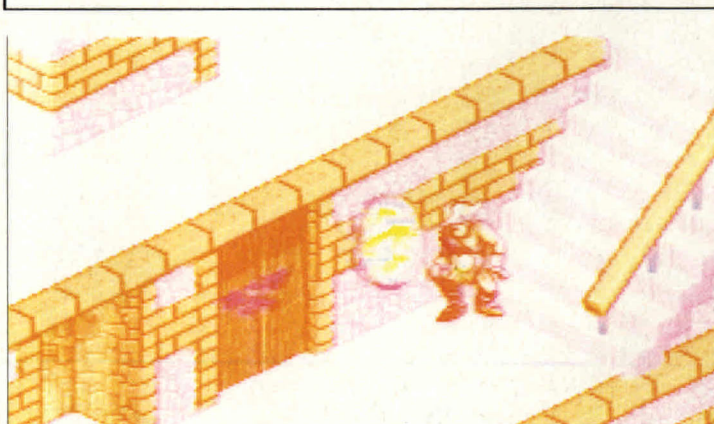


Loki will teleport you to Baldur's room, but don't worry as Anders will appear and teleport you back to the Hall of Worlds. From here you can get to Sho Ker'yn. It is also advisable to save the game at this point.

Once you're in Sho Ker'yn, you'll see a wall with heads above it. On that wall you'll see a shaded area which is a hidden door. Stand in front of it and press fire to gain entry. Now keep moving, until you reach the tile section which you are going to have to negotiate! ■



**Right, that's quite enough! In a vain and cynical attempt to keep you all on the edge of your gaming seats, we've decided to hold the final piece of the *Heimdall II* jigsaw over until the next issue. So, for the sake of your collective sanities, don't forget to tune in next time folks!**





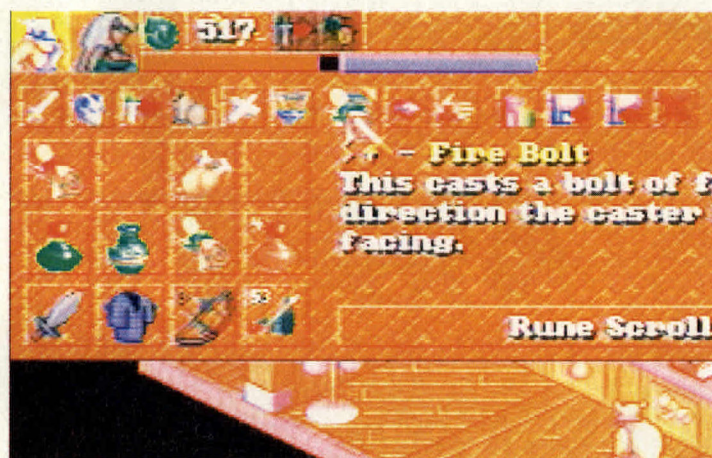
# THE ADVENTURER'S GUIDE TO ITEMS

Objects and items are the key components to this RPG. Many of the puzzles can only be solved by items in your inventory. The only problem is that if you die, all your items are killed off with you! One trick is to spread your items over both characters, keeping the more important objects with the character you aren't using.

## THE INVENTORY SCREENS



There are six separate menus on the inventory screen. These are; Weapons, Armour, Throwing Weapons, Potions & Food, Holy Symbols and Talismans. Each screen can only hold eight items, so you can't be a pack-rat for long. As mentioned above, spreading your items over both characters is possible, but makes finding something a little bit of a chore.



The best policy is to discard an item once you have used it (i.e. you unlock a puzzle). If you leave it somewhere accessible, you can always go back and get it again should the need arise.

The Inventory screen also has a set of icons that allow you to perform actions with objects, such as look at them or discard them. The 'Examine' icon is extremely useful indeed; it can read scrolls for you and will tell you what it does. Often, it is a one-use spell that will cure your energy bar. Others are magical spells that can be used to kill monsters, such as the Fire Bolt spell above.

The key to beating Heimdall is to manage your objects effectively, otherwise you may find yourself at a key point in the game and in need of an object that is elsewhere.





# THE MAGICAL WORLDS OF HEIMDALL





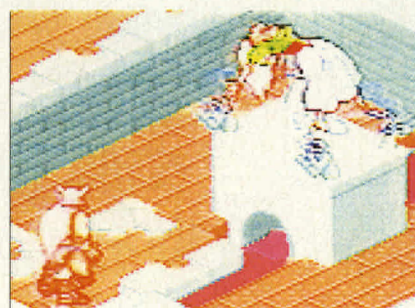


**T**here are four worlds in the *Heimdall* game (Yes, we know! The fourth one will be shown in the concluding part to this solution next month!) and each has a collection of puzzles and traps for you to negotiate. There are save points dotted around the place, but be careful when you use them; we constantly found that our copy of the game would not load our saved games, and by the time Hayden had played through the game for the third time (It should take around two or three days for you to complete the game with this walk-through, depending on your experience), he was understandably rather miffed. Some of the more tricky puzzles (the



floor tile puzzle, for instance) require a lot of patience. It is also worth writing down the meaning of the runes as you find them, as this will help you to solve the puzzle quickly when you come around to it.

Anyway, we've run out of space (!) for this issue. Next month we'll bring you the concluding part of our *Heimdall II* solution. Until then, get playing...





## DIGGERS

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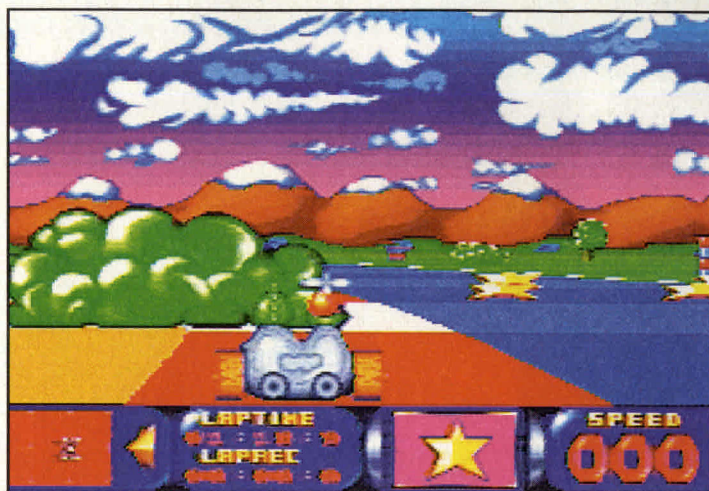
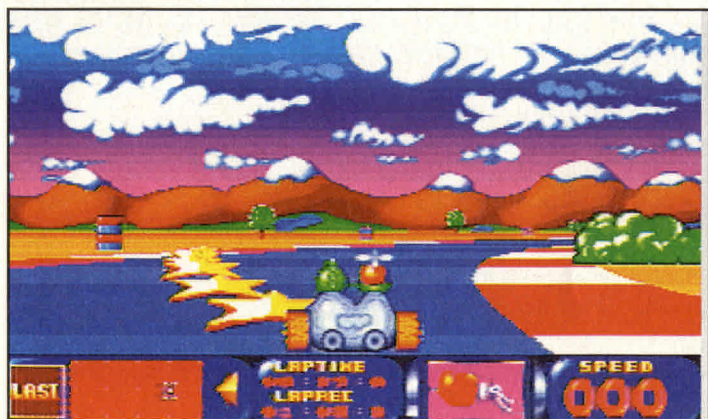
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2. Pause the game then press up, down, left and right then hold all the coloured buttons and rotate the Dpad anti clockwise. You should hear a funny noise and can now go to anywhere in the body with unlimited energy. The bad thing is that all the animation's are in black and white.



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# mail section



It's alright for some of us to be able to drop everything and bugger off to Ibiza whenever they feel like it, leaving the rest of us behind to pick up the pieces and finish of an unfinished job. Cheers Miles! At least his desertion means we don't have to look at his unsightly mug for another month. Huge, huge relief! Anyway, you're stuck with my drivelous rantings this month, and if the replies to your letters seem a bit short, you know who to blame.

**T**hanks for continuing your support for the CD32 whilst all other mags are wetting their pants over the supposed 'next generation' consoles. I personally can't understand what all the fuss is about myself. So what that Sony have the 'Playstation' coming out and Sega's 'Saturn' is already out? The CD32 is just as good and has been out for ages. Anyway, the reason I'm writing is to query you about a little something. For months now you've been going on about *Worms* - Team 17's latest(?) game - but when are we gonna see a review? *Star Crusader* as well - I heard this wasn't gonna be released on the CD32, but you had a preview. Is this really gonna be released, or are we just going to get loads of hype and then find out it ain't coming out?

Whilst I'm on the topic of reviews, as a regular reader of your magazine I can't help commenting about the falling number of reviews. Month after month the number has been going down. Now, I'm not saying you're not doing your jobs properly, but there must be more games coming out than you are reviewing, aren't there?

No matter how many reviews you have, it's still great to be able to go out and get a specialist CD32 mag, so thanks very much and keep up the good work.

**A. Widalski**

Team 17 have been having a few little problems with *Worms* and that's why we haven't seen a review yet. A few glitches have to be cleared up and then we've been promised a review asap - hopefully next month. As for *Star Crusader*, well, this Gametek space combat game is definitely coming out on the A1200 and will, hopefully, be coming out on the CD32, but as yet nothing is definite. A lot of companies are afraid to commit themselves to bringing anything out on the CD32 (Lord knows why) until they've seen how it's gone on other formats. So, sometimes we preview games that are not definitely coming out, but we are quietly confident that they will be.

As for the number of reviews, well, what can we say accept it ain't our fault. We review

everything that comes out, but if there's a temporary - and it is only temporary - shortage of software then what can we do? We can't possibly design the games as well as review them. Someone else has to do that, and until they do, I'm sorry, but the number of reviews is gonna remain low.

**Y**o! Lads, how's it going? I'm writing to ask a favour. I've only recently got hold of a CD32 and am looking to buy a few games. Having subsequently got a copy of your last mag and found that there were hardly any reviews (hmm) I thought I'd get a couple of the old ones. The A - Z at the back of the mag was helpful, but it's hard to decide which game to buy after reading only a couple of lines on each. Not only that, but some of the games that sounded interesting were over a year old and might not be as good anymore. Now - I know you'll probably say I should purchase the relevant back issues - but I was wondering if the CD32 Gamer reviews team could possibly re-review a few of the older 'classic' games?

**B. Smith**

Your letter couldn't have been better timed, Smithy. We've been looking for a good excuse to get some of the old 'classics' out of the cupboard for quite some time now, and you've just offered us the perfect opportunity. Looking at the top ten sales listings each month, it's obvious that some of the old 'classics' are still selling well, but the review scores credited to a lot of them are over a year old! In the games industry things move on pretty quickly, so we thought that it would be interesting to take a nostalgic trip back into the past and find out how these games have stood the test of time. Besides, it gives us a chance to finally set the record straight with *Rise of the Robots*. That's why in this issue we've got a Reviews Revisited feature, where you can see just how well the old games would fare in today's highly competitive market.



**H**aving been an avid reader of your great magazine from the beginning of time, well, about a year anyway, I just had to point out a few things I reckon will improve it slightly. First of all, how about a games swap page, where readers can write in and swap their games with other readers. I reckon this would be really popular especially as the prices of some games are astronomical.

And what about an A1200 section as well? A large number of people have A1200's with external CD drives (like me), so how about catering for our needs and providing us with more information on what's coming our way? You see, I can only really afford to buy one magazine a month, so I have to choose between an A1200 mag (with hardly any CD reviews), or a CD-only mag like yours. Obviously, I choose your mag, but I miss out on a lot of A1200 stuff because of this. Please, reward my loyalty by granting my requests.

**P. Mathews**

Ah, ha! Funny you should mention the old A1200 chestnut. We've had tons of letters on this; not all are for it though. People seem to get very possessive and protective of what they see as an exclusive magazine designed purely for their needs and don't want anything butting in changing things. Unfortunately, change is often necessary and this goes for CD32 gamer. That's why, from next month onwards, we'll be introducing a new A1200 section into the magazine. Happy now?

**C**ongrats on a great mag. I've been reading for some time now, and it's nice to know that somebody cares about the CD32. I've noticed how the number of reviews are gradually getting less and less, and I imagine that you're getting a fair bit of stick over this, but as my dad runs his own computer shop, I can tell your readers that it's not your fault. We sell every CD32 title that we can lay our hands on, but recently they've just been drying up. I really sympathise for you, as it must be hard putting together a mag when there's very little to put it together with. Even still, you manage to do a great job. Keep it up and let's keep our fingers crossed that things will start to pick up again in the near future.

**Z. Phillips**

Well thanks a lot mate; it's nice to know that someone appreciates the situation that we find ourselves in. Software is a bit short at the moment, but, like you said, let's keep our fingers crossed and hope that the companies pull their fingers out soon. You can rest assured that if there are any new games coming out, CD32 Gamer is where you'll hear about them first!

**B**efore I say my piece, I just want to say that CD32 Gamer is a great mag and keep it up. Unfortunately, I'm not writing to praise you and make your heads swell larger than they probably already are. Nope, I want to complain. Don't worry, it's not about you, but the software companies out there that seem to be ignoring a proven market. Over the last year games have been drying up, but why? I don't know how many CD32 machines are out there, but there must be a few and I would have thought there's quite a demand for games (especially as there's a lack of them), so why are we being ignored?

**D. Henderson**

**Beats us, pal. We've been trying to figure out why the software is drying up ourselves. I can only imagine that we're just going through a lean period, as, like you said, the CD32 is a proven market and software companies MUST know this. Saying that, it's worth pointing out that nearly every machine and console has been experiencing a bit of a rough time. With Christmas, a traditional time for a glut of games, coming, maybe we'll see an improvement in the next couple of months.**

**I** think that the idea of adding an A1200 aspect to the magazine is a great idea. This would bump up the readership as well as the amount of reviews, previews, tips etc.

This would also allow you to put serious programs on the cover CD, or even have a disk based edition of your magazine. I also think if you include A1200 sections that people will buy CD ROM drives to use the cover CD, as they are excellent.

On a final note, I think that the *Dragon Duel* demo is very good. Perhaps you could do some interactive game reviews in the same style. Congratulations on a fab mag. Keep up the good work.

**Robert Simmonds**

P.S. Please print this, as I have never written to a magazine before!

**You've just hit the nail on the head mate! By having an A1200 related section we can capture a wider audience and cater for more readers needs. We have to remember that a lot of our readers are essentially A1200 owners, although I think a disk version of the mag is a long, long way off in the distance. As for Dragon Duel, well we're pleased you enjoyed it and will try and get more like it.**

**T**hanks for printing the *Flink* cheat I sent you in issue 15. Please find some more mini tips below (see later in the mag). Regarding the reply you gave to Andrew Kelly's letter in the same issue, I think your magazine

should go A1200 compatible. I, like many of your readers, own an SX-I expansion and such additional information would be useful.

**Steven Sharratt**

**More proof that our plans are justified. A lot of readers own SX-I/Zappos, but have been dogged for a long time by never knowing if a game they are buying will work, or not. The new plan helps people like Steven have a better idea about what they are purchasing, whilst also providing them with a bit of gen on A1200 software.**

**J**ust a short letter to say 'yes, go Zappo compatible'; I personally think it may be good for your mag to sell more copies. It'll also be interesting to see what the world of the A1200 is like these days. But please stay with the CD only idea.

It will be a good thing to find out how many Zappo owners are out there, and with any luck, may push for more CD-only 32 bit software (Zappo and CD32 compatible).

Ok. Must go, I've got lots to do; keep up the good work, and once again - well done!

**Andrew Kelly**

**Yep, another letter in favour of what we're doing. We might seem to be giving an unbiased representation of the way people feel about change, but these are the letters we get, and thus the ones that get printed. If you disagree with any changes, then do write in and tell us why.**

**I**'ve got a few questions to ask you but first I'd just like to say that your mag is great, and so are your cover CD's. I know it's far fetched but it would be great if you could get a playable demo of *Super Street Fighter II*. The Amiga 600 version looked good but the characters moved as if they were on speed. Let's hope the CD32 version has good playability as well as good graphics. Anyway here are my questions.

1 Will the price of the SX-I come down by Christmas, it's still a bit steep at £199.99?

2 *Gloom* moves silky smooth, but will *Alien Breed 3D* move as good?

3 What's wrong with the major games companies, why aren't they making games for the best console around ..... the CD32 of course!

4 Could you get some posters? I think an *Alien Breed 3D* one would look good.

5 Any chance of *Road Rash* making it's way to the CD32?

Well that's all from me now, please publish my letter, and keep the reviews and previews coming.

**Jeremy Lock**

P.S. How about a letter of the month competition.



# mini tips

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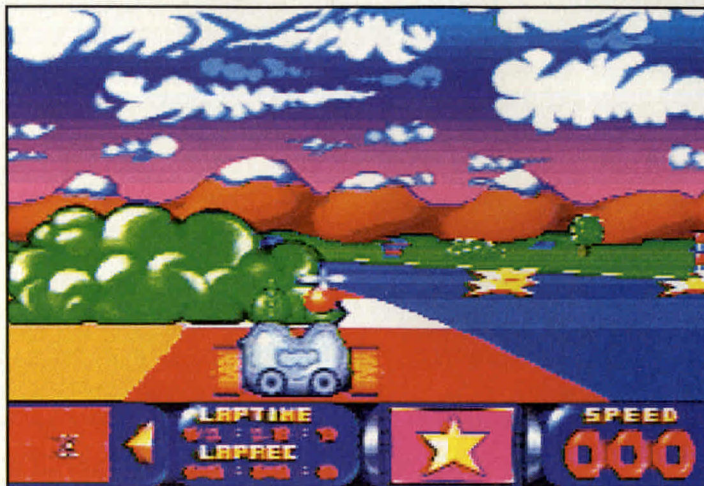
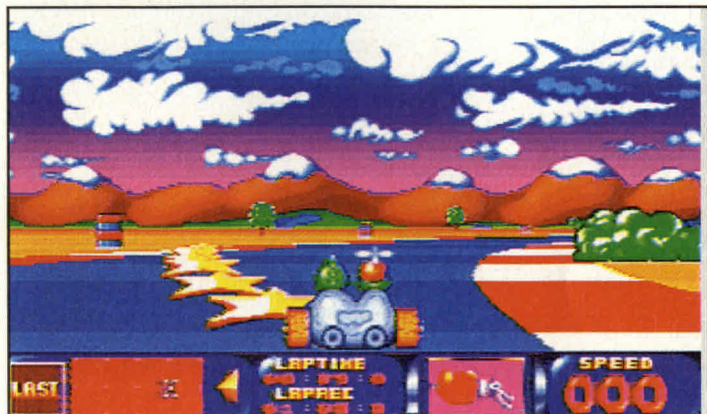
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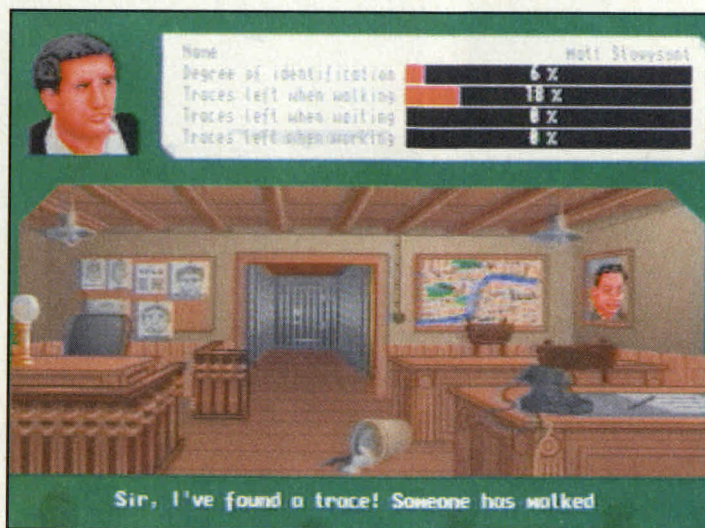


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# A to Z

**AMIGA CD32 GAMER** has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.

## ❖ The Definitive Guide To All CD32 Software ❖

### A B

#### AKIRA • Neo

Dire Manga tie-in. The graphics could've been lifted from a C64 and the gameplay – well, have a sick bag handy!

**ACG Rated** 60% (Issue 10)

#### ALFRED CHICKEN • Mindscape

Unoriginal and unspectacular, but it doesn't matter 'cos playability is top notch with big, varied levels testing platforming skills to the limit.

**ACG Rated** 78% (Issue 1)

#### ALIEN BREED • Team 17

An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

**ACG Rated** 77% (Issue 1)

#### ALIEN BREED 2 • Team 17

Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.

**ACG Rated** 72% (Issue 7)

#### ARABIAN KNIGHTS • Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles that should keep you guessing for quite a while. Fun.

**ACG Rated** 74% (Issue 1)

#### ARCADE POOL • Team 17

Sophisticated it's not, but for quick action entertainment this game is hard to beat, with some tough opposition.

**ACG Rated** 88% (Issue 2)

#### BANSHEE • Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

**ACG Rated** 88% (Issue 4)

#### BASE JUMPERS • Rasputin

Basically a platformer but with loads of classic arcade-style sub-games thrown in for good measure. Lacks sophistication though.

**ACG Rated** 79% (Issue 13)

#### BATTLE CHESS • Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

**ACG Rated** 76% (Issue 1)

#### BATTLETOADS • Mindscape

Despite the varied and imaginative gametypes packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

**ACG Rated** 22% (Issue 3)

#### BEAVERS • Unique

A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

**ACG Rated** 75% (Issue 2)

#### BENEATH A STEEL SKY • Virgin

The best point 'n' click adventure on the CD32, and one of the best to grace any format. Escape from a futuristic metropolis and have enormous fun whilst doing so.

**ACG Rated** 90% (Issue 7)

#### BENEFACITOR • Psygnosis

Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*(!).

**ACG Rated** 85% (Issue 9)

#### BIG 6 • Codemasters

Compilation of simple, jolly adventures for the lovable egg hero Dizzy. For the young or young at heart!

**ACG Rated** 89% (Issue 9)

#### BRIAN THE LION • Psygnosis

An varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

**ACG Rated** 65% (Issue 5)

#### BRUTAL SPORTS FOOTBALL • Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun for a while, but ultimately unsatisfying due to confusing control system.

**ACG Rated** 55% (Issue 2)

#### BUBBA 'N' STIX • Core Design

Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay as a whole is original and entertaining.

**ACG Rated** 89% (Issue 1)

#### BUBBLE AND SQUEAK • Audiogenic

Reasonable if dated platformer. Good variety in graphics between levels, but it's all a little too simplistic for comfort. Platform addicts only need apply.

**ACG Rated** 74% (Issue 6)

#### BUMP 'N' BURN • Grandslam

A straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.

**ACG Rated** 90% (Issue 4)

### C D E

#### CANNON FODDER • Virgin

A shoot-'em-up with a difference, ie buck-loads of originality, playability and blood-splattered black humour.

**ACG Rated** 90% (Issue 2)

#### CASE OF THE CAUTIOUS CONDOR

##### • Airwave Adventure

A "whodunnit" murder mystery where you have to save the universe. Well, not the entire universe, but one bit. Sounds like a certain board-game to me.

**ACG Rated** 80% (Issue 16)

#### CASTLES II • Interplay

Medieval war is reproduced in stunning detail in this strategy game. Sluggish speed will put off all but strategy fans.

**ACG Rated** 39% (Issue 1)

#### CHAMBERS OF SHAOLIN • Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

**ACG Rated** 6% (Issue 1)

#### CHAOS ENGINE • Renegade

*Gauntlet* for the 1890s is the theme of this steampunk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.

**ACG Rated** 72% (Issue 2)

#### CHUCK ROCK • Core Design

Big sprites, but limited colours and simplistic gameplay make this dated. Not bad, but pointless when you could buy...

**ACG Rated** 57% (Issue 1)

#### CHUCK ROCK II: SON OF CHUCK

##### • Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The *Son of Chuck* is a great new platform character.

**ACG Rated** 86% (Issue 2)

#### CLOCKWISER • Rasputin

Fun puzzle game as you attempt to match patterns on the screen. Level editor gives huge scope for longevity, but not everyone's cup of tea.

**ACG Rated** 81% (Issue 6)

#### DANGEROUS STREETS • Flair Software

Static, this looks like a big and brash *SFII* clone, but animation is dreadful and gameplay uninvolved.

**ACG Rated** 22% (Issue 1)

#### DEATH MASK • Alternative

Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.

**ACG Rated** 88% (Issue 9)

#### DEEP CORE • Ice

Nice intro soundtrack and good in-game graphics can't disguise uninspired arcade-adventure gameplay.

**ACG Rated** 42% (Issue 1)

#### D/GENERATION • Mindscape

Crude graphics and minimal sound fail to disguise one of the most atmospheric and fun games on the CD32. An addictive mix of arcade action and brain-twisting puzzles.

**ACG Rated** 90% (Issue 1)





## D-HERO • Gremlin Graphics

An unoriginal, but still very slick and playable R-Type clone. Five levels packed with furious blasting action.

ACG Rated 85% (Issue 2)

## DARK SEED • Cyberdreams

A slow but intriguing adventure game with stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.

ACG Rated 90% (Issue 4)

## DENNIS • Ocean

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

## DIGGERS • Millennium

A more sophisticated variation on the Lemmings arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to complex control system.

ACG Rated 56% (Issue 1)

## DONK • Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

## DRAGONSTONE • Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.

ACG Rated 87% (Issue 10)

## EMERALD MINES • Alamathera

Graphically this is painfully bad, but the classic eighties-style gameplay will please puzzle fans.

ACG Rated 85% (Issue 10)

## EXILE • Audiogenic

A classic arcade adventure in CD32 form. It's big, it's challenging, it's unique. The only thing which stops it achieving gold status is the irksome control method.

ACG Rated 89% (Issue 15)

## EXTRACTORS • Millennium

The follow up to Diggers takes the original's theme and irons out all the hitches and quirks. A polished and challenging platform puzzler.

ACG Rated 88% (Issue 11)

# F

## FEARS • Manyk

Doom meets the CD32, and while the PC market is fit to burst after every software house decided to release a clone of this great game, it has yet to filter across to many of the more popular formats. At last, CD32 owners can get a taste what they've been missing, and boy, is it ever good!

ACG Rated 94% (Issue 16)

## F17 • Team 17

A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to Mansell.

ACG Rated 73% (Issue 1)

## FIELDS OF GLORY • MicroProse

The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.

ACG Rated 69% (Issue 7)

## FIRE & ICE • Renegade

Although a little unfair at times, magnificent music, innovative gameplay and impressive graphics make this one of the most attractive platformers on CD32.

ACG Rated 87% (Issue 2)

## FIRE FORCE • Ice

A side-scrolling Commando-style game ruined by poor controls and sluggish responsiveness.

ACG Rated 34% (Issue 1)

## FLINK • Psygnosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.

ACG Rated 82% (Issue 9)

## FLY HARDER • Buzz

A fiddly and overly difficult CD32 version of Thrust. As ever, the control system is fun to mess around with, but there's far too few levels.

ACG Rated 52% (Issue 1)

## FOOTBALL GLORY • Black Legend

A football game in the Sensi mould, graphics-wise. More humour, but sadly lacks playability.

ACG Rated 85% (Issue 13)

## FRONTIER: ELITE II • Gametek

A monumental game unrivalled in its galaxy-spanning scope. Controls are fiddly, but overall, an unmissable epic.

ACG Rated 95% (Issue 2)

## FURY OF THE FURRIES • Mindscape

An interesting mix of platforming and Lemmings-type puzzles with masses of challenge, but not much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

## GLOBAL EFFECT • Millennium

A slow, uninvolved eco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG Rated 55% (N/A)

## GLOOM • Black Magic

A Doom clone. Need we say more? Oh, alright then. It's smooth, packed with generous mounds of violence and you get an effing big gun. Top title.

ACG Rated 92% (Issue 15)

## GUARDIAN • CDS Software

A truly innovative blaster for the CD32, with a dash of Defender and StarWing complimenting a visually stunning game. Play is unrelenting and monotonous - a perfect shoot-'em-up.

ACG Rated 92% (Issue 5)

## GUNSHIP 2000

### MicroProse

A huge combat simulation recreating the experience of flying helicopters. You can also lead into battle a squadron of copters. Lots of action.

ACG Rated 92% (Issue 2)

# H

## HEIMDALL II • Core Design

A splendid adventure with masses of puzzles, fab graphics and varied worlds to explore. Gameplay is completely absorbing, though save points are few.

ACG Rated 90% (Issue 3)

## IMPOSSIBLE MISSION 2049 • MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

## INTERNATIONAL KARATE PLUS • System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

ACG Rated 44% (Issue 1)

## INTERNATIONAL SENSIBLE SOCCER

### • Renegade

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 92% (Issue 4)

# JKL

## JAMES POND III: OPERATION STARFISH

### • Millennium

A slick addition to the Pond legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast 'n' fun - one of the better CD32 platformers.

ACG Rated 78% (Issue 3)

## JETSTRIKE • Rasputin

A game-player's delight, packed with challenge and attention to detail. A brilliant crossbreed of flight sim and shoot-'em-up action. Don't miss it!

ACG Rated 94% (Issue 4)

## JOHN BARNES EUROPEAN FOOTBALL

### • Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and collision detection.

ACG Rated 32% (Issue 1)

## JUNGLE STRIKE • Ocean

The sequel to Desert Strike isn't as polished as its predecessor, but offers more of the same addictive mayhem.

ACG Rated 90% (Issue 7)

## KID CHAOS • Ocean

A blatant Sonic clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

## KINGPIN • Team 17

Surprisingly fun and playable ten-pin bowling simulation which plays better than you'd expect, especially with a few friends.

ACG Rated 80% (Issue 10)

## LABYRINTH OF TIME • Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. The slow pace will put off many but it's certainly different.

ACG Rated 70% (Issue 1)

## LAST NINJA 3 • System 3

Unchanged from its A500 origins, this is showing its age. Varied puzzles and a budget price make it worth a look though.

ACG Rated 68% (Issue 3)

## LEGACY OF SORASIL • Gremlin

A convincing, truly atmospheric conversion of the HeroQuest role-playing game. Graphics and brilliant sonics make this impressive, while the easy control system and fast pace will get anyone addicted. Real RPG fans will find it rather lacking in depth though.

ACG Rated 84% (Issue 3)

## LEMMINGS • Psygnosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be more welcome.

ACG Rated 79% (Issue 2)

## LIBERATION • Mindscape

A huge sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and texture-mapped graphics.

ACG Rated 92% (Issue 1)

## LITIL DIVIL • Gremlin

Four years in the making, this CD-only title isn't state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.

ACG Rated 90% (Issue 4)

## LOTUS TRILOGY • Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.



# LUNAR-C • Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius'* power-up system, but none of its variety or playability. Doublepack

..... **M** .....  
(Issue 1)

# MARVINS MARVELOUS ADVENTURE

• 21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated 72% (Issue 7)

# MEAN ARENAS • Ice

*Pac-Man* may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rated 61% (Issue 1)

# MICROCOSM • Psygnosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is repetitive and frustrating.

ACG Rated 60% (Issue 1)

# MITRE SOCCER SUPERSTARS • Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensi*!

ACG Rated 82% (Issue 10)

# MORPH • Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rated 84% (Issue 1)

# MYTH • System 3

A System 3 classic, this still impresses with the imagination behind graphics and gameplay. Control system is awkward, but budget price compensates for age.

ACG Rated 71% (Issue 3)

# NAUGHTY ONES • Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated 65% (Issue 3)

# NICK FALDO'S CHAMPIONSHIP GOLF •

Grandslam

Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated 90% (Issue 1)

..... **O** .....  
MANSELL'S  
CHAMPIONSHIP  
Golf  
Gremm

A very playable racer with plenty of depth. No two-player mode though.

ACG Rated 74% (Issue 1)

# OSCAR • Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.

ACG Rated 59% (Issue 1)

# OUT TO LUNCH • Mindscape

Inspired by arcade classic *Burgertime*, this fun platformer has lots of fast action old-style gameplay with

plenty of power-ups and levels. Slick and entertaining.

ACG Rated 78% (Issue 4)

# OVERKILL • Mindscape

A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*)

ACG Rated 67% (Issue 1)

# PGA EURO TOUR • Ocean

A golf sim par excellence. This faithful recreation of the Mega Drive classic improves on the original. Not to be missed.

ACG Rated 93% (Issue 8)

# PINBALL FANTASIES

• 21st Century Entertainment

Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.

ACG Rated 87% (Issue 1)

# PINBALL ILLUSIONS • 21st Century

The only pinball game on any system, it's as simple as that - this is among the cream of CD32 releases. If you've ever wanted to play pinball, buy this now.

ACG Rated 96% (Issue 8)

# PINKY • Millennium

Cute platform antics as you try to save the dinosaurs from extinction. Disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

# PIRATES • MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated 79% (Issue 1)

# POWER DRIVE • US Gold

Isometric racer made frustrating and irritating by the dodgy control. A non-starter alongside *Super Skidmarks*, *ATR* and *Roadkill*.

ACG Rated 68% (Issue 14)

# PREMIERE • Core Design

A varied and imaginative platformer flawed by awkward controls. Some of the levels are imaginative and a look if you can get enough of them.

ACG Rated 65% (Issue 2)

# PROJECT X • Team 17

A classic side-scrolling shoot-'em-up with masses of power-ups, fast-moving enemies and slick backdrops. Unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)

ACG Rated 89% (Issue 1)

# QWAK • Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with *Alien Breed*.)

ACG Rated 84% (Issue 1)

# RALLY CHAMPIONSHIPS • Flair

Excellent arcade racer which utilises an unusual view-point not seen before in this type of game.

ACG Rated 89% (Issue 10)

# RISE OF THE ROBOTS • Mirage

Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your

CD32. A legend in its own infancy and a milestone of technical excellence.

ACG Rated 90% (Issue 6)

# ROADKILL • Grandslam

Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. If you like the genre you can't go wrong.

ACG Rated 91% (Issue 7)

# ROBOCOP • Millennium

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated 80% (Issue 1)

# RYDER CUP GOLF • Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's definitely worth checking out.

ACG Rated 68% (Issue 2)

# SABRE TEAM • Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of the *SAS* will love the game's depth, but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

# SECOND SAMURAI • Psygnosis

No different to its A1200 predecessor, this boasts good graphics, some imaginatively varied puzzles and a neat two-player mode that extends its playability extensively.

ACG Rated 85% (Issue 3)

# SEEK AND DESTROY • Mindscape

A simplistic and somewhat less than spectacular overhead shoot-'em-up game. Quite playable, though.

ACG Rated 62% (Issue 1)

# SENSIBLE SOCCER • Renegade

Tiny sprites and a control system which is more suited for joystick than joypad are somewhat off-putting, but overall this is a sophisticated and very playable and enjoyable soccer simulation.

ACG Rated 91% (Issue 1)

# SHADOWFIGHTERS

• Gremlin Interactive

The best beat-'em-up on the CD32, with loads a special moves and characters. It'll give you a good punch on the bottom!

ACG Rated 91% (Issue 12)

# SIMON THE SORCEROR

• Adventure Soft

With a fantastic soundtrack and voice-over, this great adventure has enough puzzles to make this a treasured buy.

ACG Rated 90% (Issue 4)

# SKELETON KREW • Core

Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.

ACG Rated 87% (Issue 9)

# SLEEPWALKER • Ocean

A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly love it or hate it software - try before you buy.

ACG Rated 80% (Issue 1)

# SOCCER KID • Krisalis

An average looking platformer is made exceptional by an imaginative control system - the eponymous kid is capable of some great stunts with his football.

ACG Rated 88% (Issue 5)



**SPEEDBALL 2 • Renegade**

Despite audio enhancement and graphics using the CD32's vast palette, this plays identically to the 16-bit version.

**ACG Rated** 90% (Issue 12)

**STRIKER • Elite**

A dated A500 footie sim. Terrible graphics, poor ball control and the game plays too quickly.

**ACG Rated** 43% (Issue 2)

**SUB WAR 2050 • Microprose**

Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.

**ACG Rated** 82% (Issue 8)

**SUMMER OLYMPIX • Flair**

Games such as kayaking, boxing and archery ruined by lacklustre programming. Too bad to think about.

**ACG Rated** 37% (Issue 2)

**SUPERFROG • Team 17**

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

**ACG Rated** 85% (Issue 2)

**SUPER LEAGUE MANAGER****• Audiogenic**

The best, and the only, footy management game on CD32. Simple and attractive interface promotes ease of use, plus neat match sequence to boot.

**ACG Rated** 90% (Issue 11)

**SUPERLOOPZ • Audiogenic**

Remember *Pipemania*? An addictive puzzler - easy to get into, and an excellent two-player mode.

**ACG Rated** 82% (Issue 11)

**SUPER METHANE BROTHERS****• Apache Software**

Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode.

**ACG Rated** 83% (Issue 3)

**SUPER PUTTY • System 3**

An entertaining and original platformer, and one of the better early CD32 releases.

**ACG Rated** 70% (N/A)

**SUPER SKIDMARKS 2 • Acid**

Rip-roaring racerama with splendid 3D sprites and tough as a rugby team. Girly wuss-bags need not apply!

**ACG Rated** 92% (Issue 11)

**SUPER STARDUST • Team 17**

Okay, it's basically *Asteroids*, but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.

**ACG Rated** 90% (Issue 5)

**SYNDICATE • Mindscape**

Top quality marriage of the strategy of *Populous*, the action of *Cannon Fodder* and a whole lot of blood and gore of its own.

**ACG Rated** 93% (Issue 13)

**THE CLUE • Neo**

A fun graphic adventure with a nice original theme. Worth a look for those of a criminal persuasion.

**ACG Rated** 80% (Issue 10)

**THE LOST VIKINGS • Interplay**

One of the best games around, and a great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.

**ACG Rated** 90% (Issue 1)

**THEME PARK • Mindscape**

The one and only amusement park simulator. Take *Sim*

City, add a few sprites, a dose of fun and you're halfway there.

**ACG Rated** 94% (Issue 8)

**THE SEVEN GATES OF JAMBALA**

A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.

**ACG Rated** 8% (Issue 1)

**TOP GEAR 2 • Gremlin**

The *Lotus* game engine is reused one more time. Faster & slicker than before, but the tracks are monotonous, car handling uninvolved and the music awful.

**ACG Rated** 75% (Issue 4)

**TOTAL CARNAGE • Ice**

A classic coin-op almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Truly awful.

**ACG Rated** 45% (Issue 2)

**TOWER ASSAULT • Team 17**

The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type to appear in a long time.

**ACG Rated** 91% (Issue 7)

**TOWER OF SOULS •**

Blazing and... The amazing fusion of fantasy, science fiction and action makes it a must-have for all gamers. *Tower of Souls* is one of the most exciting releases to come out on the CD32 this year. Having

already won over the Amiga press, it arrives amid high expectations on the CD32.

**ACG Rated** 84% (Issue 16)

**TROLLS • Flair Software**

A cutesy platformer with 14 different levels. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only.

**ACG Rated** 67% (Issue 1)

**TURBO TRAX****Kompart**

Sssmokin' top down race-'em-up taking loads of landscapes from arctic to desert. The super smooth scrolling is a delight to behold, but it's tough!

**ACG Rated** 90% (Issue 15)

**UFO — ENEMY UNKNOWN • Microprose**

A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.

**ACG Rated** 80% (Issue 6)

**ULTIMATE BODY BLOWS • Team 17**

A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.

**ACG Rated** 93% (Issue 2)

**UNIVERSE • Core Design**

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

**ACG Rated** 88% (Issue 5)

**VITAL LIGHT • Millenium**

Odd hybrid of *Space Invaders* and *Tetris*, this is a high-level reaction test, but gameplay is repetitive.

**ACG Rated** 81% (Issue 6)

**WEMBLEY INTERNATIONAL SOCCER****• Audiogenic**

Despite a wealth of play options and a choice of view options, this falls down on poor joypad responses.

**ACG Rated** 76% (Issue 3)

**WHALE'S VOYAGE • Flair Software**

A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.

**ACG Rated** 80% (Issue 1)

**WHIZZ • Flair**

Surreal isometric platform adventure with some slick visuals. Anyone remember *Head over Heels*?

**ACG Rated** 92% (Issue 10)

**WILD CUP SOCCER • Millennium**

Sure, it looks gorgeous, but this ultraviolet sports sim has minimal gameplay.

**ACG Rated** 65% (Issue 5)

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

**ACG Rated** 86% (Issue 1)

**XENON 2 • Bitmap**

The Bitmap Brothers at their best. Classic blasting action that will have you reaching for the Deep Heat rub to calm your sore joypad hand. Superb graphics, stunning playability and a good music score to boot.

**ACG Rated** 88% (Issue 16)

**ZOOL • Gremlin**

Masses of onscreen colour, a great intro and impressive soundtracks. Shame the gameplay's so limited.

**ACG Rated** 60% (Issue 1)

**ZOOL 2 • Gremlin Graphics**

Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest.

**ACG Rated** 70% (Issue 2)



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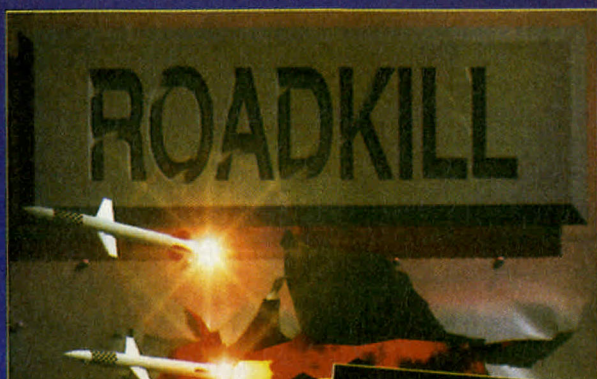
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